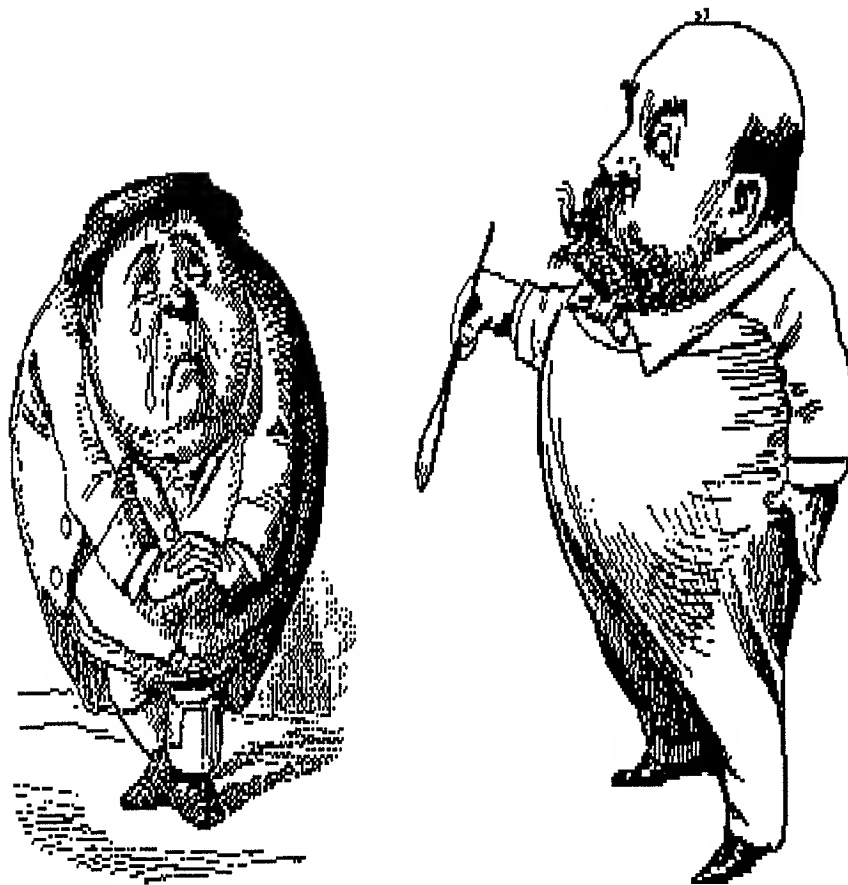


# **DIPLMACY WORLD**

**ISSUE 75**



**Diplomacy Strategy:  
The Little Guys**

## Notes From the Editor

Welcome back for another issue of Diplomacy World. This is my second issue as editor, but it was really harder to produce than the first issue! I think the biggest reason is that Jack McHugh already had a few terrific articles on hand when I took over, so all I had to do was harass people into finishing up works in progress and getting them to me. Besides, the call of "Save Diplomacy World" helped motivate some contributors who might otherwise have been silent.

This time, I've had to build the entire issue from scratch. The only article I had "in the can" after issue #74 was a longer piece by Melinda Holley on Gunboat 7X7 Round Robin Tournaments. Ironically, as I near completion on this issue, I've realized that I have too much material (yahoo!) and Melinda's article has to be held back again; I'd prefer not to split it into two articles, so I need to wait until I have enough spare pages.

I'm pleased to report that the new International Airmail rates instituted in July will **not** require me to raise the subscription rates for readers outside of the United States. In reality, although the airmail letter rates went up quite a bit, the printed matter rates hardly moved at all!

Anyway, on to this issue. There are a few things I'd like to call to your attention. First, I'm hoping to see the Foolhardy section begin to generate some activity starting with next issue. There were only a few letters this time, but I've listed a few suggested topics for you to consider. Let's hear your opinions!

Second, after considering the idea for a bit I decided to print a second Demo Game - this time a game of Railway Rivals GM'd by Eric Brosius. I know in the past some of you have expressed an opinion that, as this is Diplomacy World, nothing should appear in here that doesn't directly relate to Diplomacy. However, at the same time, choo-choo games are still a noticeable sideshow in our hobby, and I feel devoting a few pages per issue to the Demo Game may introduce some readers to a segment of the hobby they haven't understood previously. The more reasons we can find for people to stay involved in the hobby, the longer they will stay, and consequently the more active hobby members we should be able to sustain.

I guess that's about all I need to cover. The next deadline for Diplomacy World submissions is October 31. I'd love to hear from more of you, whether it is through an article submission, a letter for Foolhardy, or just feedback on the two issues I've produced so far. See you in 3 months!

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Subscriptions are four issues for \$10.00 in the US, \$15.00 in the Canada or overseas surface and \$20.00 via overseas air mail. The last issue will appear on your label. All overseas subscribers are urged to use the International Subscription Exchange listed elsewhere in this issue. All subscriptions and address changes should be sent to the Managing Editor listed above. Make checks and money orders payable to Douglas Kent in US currency. UK subscribers can purchase Diplomacy World subscriptions directly from Stephen Agar at 79 Florence Rd., Brighton, East Sussex, BN1 6DL. Subscriptions for persons in the UK from Stephen are L7/4 issues - that's over 40% cheaper than the \$20/4 issues airmail price!

Contributions are welcomed and will earn you one free issue per submission published unless otherwise stated. Persons interested in the vacant positions may contact the managing editor for details or to submit their candidacy or both. The same goes for anyone interested in becoming a columnist or senior writer.

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# Hobby News

So much to cover, so little space to cover it in! Let's get started.

Pete Gaughan has released his final issue of the Zine Register (issue #24) before passing the helm to new editor Michael Lowrey. ZR is a valuable tool for the PBM Dipper, listing detailed information and reviews for every known Diplomacy zine in North America, plus many email and overseas zines. Copies can be purchased for \$2 in North America, or \$4 elsewhere. See the back page of this zine for Pete's and Michael's respective addresses.

Besides the Runestone Poll results, listed elsewhere in this issue, the results of the Marco Poll have also been released. There were 26 votes this time. The results are as follows:

## Top Zines

- 1) Maniac's Paradise - 44 points
- 2) Perelandra - 25 points
- 3) Rambling WAY - 19 points
- 4) Tactful Assassin - 16 points
- 5) Making Love in a Canoe - 15 points
- 6) tie - War Fair - 13 points
- 6) tie - Northern Flame - 13 points
- 6) tie - CDD Medical Journal - 13 points
- 9) Rambling by Moonlight - 12 points
- 10) Hoodwink - 11 points

## Top Players

- 1) Mike Gonsalves - 17 points
- 2) Fred Wiedemeyer - 14 points
- 3) tie - Paul Watson - 13 points
- 3) tie - Jerry Falkiner - 13 points
- 5) tie - Cal White - 12 points
- 5) tie - Doug Kent - 12 points
- 7) David Partridge - 10 points
- 8) tie - Jim LEwis - 9 points
- 8) tie - Stan Johnson - 9 points
- 8) tie - Peter Fuchs - 9 points

Let me take this opportunity to do my annual begging job for donation to the PDORA Auction. PDORA raises money used to support needy hobby services, such as the Boardman Number Custodian and Orphan Service. What I'm looking for are individuals willing to donate items to the auction; I don't need the items themselves yet, just the description. They can include games, software, hardware, Diplomacy hobby history, old zines, photos, books, CD's, collectibles, or anything else, whether or not the items relate to the Diplomacy hobby. If you have anything to donate, please get in touch with me ASAP! Donations have been very low so far, and if I don't get some more soon, we may not be able to do the auction at all!

On another topic, Mark Nelson has released his newest update of Diplomacy A to Z. This project is meant to define many of the otherwise confusing terms hobby members use. Some

of the information is a bit historical in nature, but it is an interesting read and a useful reference guide for any hobby member. Contact Mark Nelson (address in the DW Staff section) for more information, or to help him with his next update.

By the time you read this, AvalonCon/DipCon will already have taken place. Whether or not you missed it, here are some upcoming Cons of note:

Vertigo Games IX - September 1 to 4 at 302 Friendship Drive, Paoli, PA. Admission is free, and there is some bed and couch space besides plenty of floor space. Contact Brad Wilson at PO Box 532, Paoli, PA 19301-0532.

Dragonflight '95 in Seattle, WA. Contact Dragonflight at PO Box 417, Seattle, WA 98111.

Uppson (in Uppsala, Sweden) September 22-24, Stocholms Championship (in Stockholm, Sweden) October 27-29, and Borascon (in Boras, Sweden) November 3-5. Contact Bjorn von Knorring, S:t Johannesgatan 7, 753 11 Uppsala, Sweden.

The Hoosier Archives are a huge collection of old Diplomacy zines, going back to the very beginnings of our hobby. Walt Buchanan currently houses the Archives in a house he owns, but rents out. Circumstances now require that the hobby pull together to finance moving the Archives to California under the care of Pete Gaughan, or possible lose them forever. Are you interested in helping with this project, either financially or in some other way? Contact Pete Gaughan (address on the back page under Zine Register). It would be a real shame to lose this grand piece of hobby history.

Speaking of hobby Archives, Stephen Agar (the current UK Archivist) is trying to track down copies of Diplomacy World from #26 to the present to go into the UK Archive. He is also interested in any other US zines with a high degree of non-games material or of historical interest. All postage costs, etc. will be reimbursed either in dollars or in subscriptions to UK zines. Please help if you can. Contact Stephen at 79 Florence Road, Brighton, East Sussex, BN1 6DL, UK. Telephone 1273-562430, Fax 181-681-9389, and Email [stephen@spoff.demon.co.uk](mailto:stephen@spoff.demon.co.uk).

Finally, on the zine front, we've lost a few zines since last issue, but gained a few as well. Melinda Holley's Rebel, renowned for its regularity and the large number of games it contained, folded (but cleanly, thank goodness). John Armstrong also announced the fold of his zine The Swiss Observer. However, the good news is that at the same time, Mark Kinney has started League of Nations (3613 Coronado Dr., Louisville, KY 40241), which is fashioned after TSO. Also, Mark Weseman's fine zine Noble House has returned now that Mark has a stable residence in Nebraska (13109 Emiline St., Omaha, NE 68138). Contact both of them right away for samples if you haven't seen these zines yet!

# The 1995 Runestone Poll

## Main List entries finishing at or above average

### Zines

(30 on main list)

Rk	Zine Name	Votes	Score
1	Maniac's Paradise	26	9.558
2	Perelandra	27	8.966
3	CDD Medical Journal	14	8.419
4	Rambling WAY	21	8.348
5	Ramblings by Moonlight	18	8.337
6	The Abyssinian Prince	19	8.316
7	Costaguana	26	8.048
8	off-the-shelf	16	7.679
9	Making Love in a Canoe	14	7.418
10	Metamorphosis	16	7.346
11	Zero Sum	14	7.319
12	Hoodwink	12	7.208
13	The Tactful Assassin	11	7.049
14	Cheesecake	16	6.761
15	Carolina Cmd & Comntry	14	6.752

All the zines listed above finished above average.  
The 15 zines that finished below average are not listed here.

To order the 1995 Runestone Poll  
publication, send \$5.00 to  
Eric Brosius, 41 Hayward St., Milford MA  
01757.

We will mail the publication later in the  
year when we have finished compiling it.

### Subzines

(15 on main list)

Rk	Subzine Name	Votes	Score
1	Historical Spotlight	6	8.405
2	By the Waters of Babylon	9	8.282
3	Steve's Spot	6	7.401
4	Plausible Paraphernalia	9	7.357
5	Sandy's Slapshot	8	7.149
6	WAYwords	6	6.933
7	The Unzine Voice	9	6.885
8	It's Me Again	14	6.810

All the subzines listed above finished at or above average.  
The 7 subzines that finished below average are not listed here.

### GMs

(24 on main list)

Rk	GM Name	Votes	Score
1	Andy Lischett	8	9.440
2	Steven Glasgow	5	8.848
3	W. Andrew York	11	8.471
4	Pete Gaughan	8	8.440
5	Stven Carlberg	8	8.378
6	Mike Gonsalves	8	8.298
7	Jim Burgess	10	8.007
8	Eric Ozog	7	7.591
9	Michael Lowrey	8	7.582
10	Tom Howell	7	7.543
11	Chris Hassler	5	7.384
12	Conrad von Metzke	12	7.110

All the GMs listed above finished above average.  
The 12 GMs that finished below average are not listed here.

# A Review of the 1995 Runestone Top Ten

by David Hood

Every year I was publisher of Diplomacy World I took the time to review each of the top five zines as reported in that year's Runestone Poll. Since I now have oodles of free time, having stepped down as DW editor, I decided I would be bold and review the top ten zines..

For the uninitiated, the Runestone Poll is the postal Diplomacy hobby's answer to the People's Choice Awards. Zines are ranked from 0 to 10 by each voter, as are subzines and GMs. There are some technical rules about how the scoring is done and which zines are eligible, but you don't care about that, do you? I didn't think so.

Well, the top zine of 1995 is Maniac's Paradise, published by your very own DW editor Doug Kent (6151 Royaltown Drive, Dallas TX 75230). This zine has been at or near the top of the zine rankings for several years now, and for good reason. This is really the only zine currently in the hobby with a heavy game load, lots of good reading material, and that comes out frequently and faithfully. Doug's commitment to timely issues borders on the insane, but it is a wonderful bonus to what is already an excellent zine. I have never played in MP, but I certainly enjoy the political and hobby discussions in there. Recently, Doug has included a fair amount of real life stuff about his move to Dallas and so forth which has been quite entertaining. Another bonus with this zine is Doug's monthly "Zinc Recap" feature where he reports on the contents of zines he subs to - an excellent way to keep your finger to the pulse of the hobby.

The second place finisher was also no surprise. Pete Gaughan's Perelandra has shared the spotlight with MP for the past several years, with the two being head-and-shoulders above the rest of the field. The strength of Perelandra has traditionally been its letter column, which since the demise of Benzene has been the best place for the hobby's political discussions. Pete (1236 Detroit Ave #7, Concord CA 94520) is also an excellent writer on his own account, as the issues of the Zine Register under his editorship have shown. Pete also runs a variety of games, particularly of the non-Dip variety, that have been a big draw for subbers. The zine has fallen off in quality just slightly, which is why MP took top honors, but is still a wonderful read. The only minor quibble is the \$1.50 issue price, but that long-standing price is now becoming closer to the hobby norm than it once was.

Coming in third this-year was CDD Medical Journal, published by Tom Pasko. I have never seen this zine, but know that its primary focus is Avalon Hill's newly published Dip variant Colonial Diplomacy. Some have found the variant to be an exciting way to rediscover the pre-stalemate line fluidity that Diplomacy used to have, while others have

complained of the variant's imbalance. I don't have an opinion on that, but at least the zine devoted to the game has proved popular.

The three most involved hobbyists right now are probably Doug Kent, Pete Gaughan and Andy York (PO Box 2307, Universal City TX 78148). It is no surprise, then, that Andy's zine Rambling WAY took fourth place in the 1995 Runestone Poll. This zine has a very large circulation, and is reported to be an excellent place to play Dip and variants. I am myself playing a game of Acquire by flyers though that is not in the main zine. For reading material the zine is a little inconsistent. There have been some great subzine articles before, particularly by correspondents outside the US, but other times the non-game material is sparse. Andy's zine is very regular, though, which makes it a good place to sign up for a new game. He also has one of the most complete convention listings out there, and keeps it updated. The list also reflects Andy's interests in other areas, such as Star Trek.

Eric Ozog has been in the hobby for a very long time, as has his wife Cathy Ozog. When his fifth-place zine Ramblings by Moonlight first started, it was sort of a modest effort to run a couple of orphans from Cathy's defunct Cathy's Ramblings and maybe a new game or two. It has grown into a charming zine full of Eric/Cathy tales, environmental articles and general reading material, along with several games with VERY LEGIBLE MAPS. (I believe good maps and printing player addresses each issue are the marks of a good game report.) I have played here and can attest to the good GMing and timeliness that Eric puts into the games. Eric (PO Box 1138, Granite Falls WA 98252) used to publish Diplomacy by Moonlight back in the early 1980s, so it's no surprise he knows what he's doing now.

Jim Burgess (664 Smith St, Providence RI 02908) publishes what I believe to be the only three-weekly Diplomacy zine still out there. The Abyssinian Prince, which came in sixth this year, not only runs several Diplomacy games, it also serves as host to the hobby's only discussion column that is both by mail and Email. For a window on the mail world (that is fast eclipsing the traditional "snail mail" hobby), TAP is a very useful addition to the zine scene. Many of the issues discussed by Emailers are the same ones that used to be discussed in postal zines, from crossgaming to the ethics of letter-passing. Jim also features a lot of music chat and a fannish style that is not as prevalent as it used to be in the hobby. Heck, Jim is an outright dinosaur with his three-weekly deadlines - that is a holdover from the hobby of ten or twenty years ago.

I've lost count how many times Conrad von Metzke has published, ceased publishing, and again started publishing

the seventh-place zine Costaguana. Conrad (4374 Donald Avenue, San Diego CA 92117) has been doing it for about as long as the hobby has been around. He is truly one of the hobby's most distinguished old-timers, and his zine is usually the source of good reading material and decent games service. At one point Conrad was running games of Railway Rivals separately, but I believe all that has now been consolidated into Costaguana. (Have you noticed that the two big sub hobbies of the early 90s, United and Rail games, have both started disappearing from the postal scene?) I have not received Costaguana for some time, but that is something I need to remedy. It was always a good zine to get, and I'm sure it still is.

One of the freshest zines of the 1990s has been Tom Howell's off-the-shelf. The zine, which finished eighth, is primarily a place to read about Tom's life in the woodlands of Washington state, and to read about his interests, from dancing to geography. Tom is an excellent writer, and when I was playing out a standby position, was a good GM as well. I have not seen this zine in a few issues, but it is worth a look.

Coming in ninth was the only Canadian offering in the top ten, Making Love in a Canoe. For years editor Brent McKee (901 Ave T North, Saskatoon Sask. S9L 3B9) was a frequent and prolific contributor to other zines, and his talent for writing has been carried over to his zine. It is a wonderful place to read about Canadian events, much as Passchendaele and Northern Flame used to be. Brent also writes on naval history and hobby matters, so it is quite a read when it arrives. He has had some trouble on the GMing end, as he himself has admitted in times past. But

this one is truly worth getting for the reading material alone (although the digest format and poor reproduction sometimes make it a difficult read physically.)

Rounding out the top ten is a zine I am particularly fond of, Dave Wang's Metamorphosis. One reason I like it is the tremendous amount of Star Trek discussion (the same thing that makes Doug Kent gag, I am happy to announce). It is full of good writing on this and other subjects, together with games galore. Dave (PO Box 1325, Summit NJ 07902) has had some problems with regularity in the past, though, so don't expect the slavish attention to deadlines that you would get in MP or Carolina Command and Commentary.

Well, those are my thoughts on the top ten zines. I can't let this article go without commenting on the devastating losses suffered in the zine ranks over the past couple of years. When I saw the full list of only thirty zines in the poll results, I could hardly believe it. It wasn't that long ago that thirty would simply have been the top half of the listing. There is no question that the postal side of the hobby is ebbing, and the zines are one bellweather of that change. The big challenge facing our hobby is not the perennial fight over who is going to hold Dip Con, or how World Dip Con is going to rotate around the world, but instead how to attract Diplomacy enthusiasts, postal or not, to our conventions in general, and how to get them involved in the hobby's lettercols and other events. Let's put our heads together on this one.

*David Hood is a former editor and publisher of both Diplomacy World and Carolina Command and Commentary.*

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## Adjudicating Diplomacy Games By Computer

by Stewart Cross

Well, here was a challenge - design a computer program to adjudicate Diplomacy games. Stephen Agar assured me it would be useful, and he was not aware of any commercially available program designed specifically for long-suffering zine editors. Now I wouldn't exactly claim to be a computer genius, but I'm reasonably literate, and here was an opportunity like no other to familiarise myself with the rules of a game which, it must be admitted, I haven't exactly distinguished myself at yet.

At first sight, Diplomacy appears to be quite a simple game, and my target was a simple one - I wasn't trying to play the game, after all - only provide a framework for managing it. But once I started thinking of how to actually analyze moves and decide whether they succeed or not, I realized it's actually deceptively difficult, for a variety of reasons.

One reason is the sheer volume of possible moves. Take for example four armies in (say) Venice, Tyrolia, Trieste and

Vienna, and for the moment ignore their countries. How many different orders could be submitted? Let's start with Venice:

A(Ven) Stands  
A(Ven) - Tri  
A(Ven) - Tyr  
A(Ven) S A(Tri) - Tyr  
A(Ven) S A(Tyr) - Tri  
A(Ven) S A(Vie) - Tyr  
A(Ven) S A(Vie) - Tri  
A(Ven) S A(Tri)  
A(Ven) S A(Tyr)

Venice can make 9 different orders in total. Vienna can also make 9, while Tyrolia and Trieste can make 11 each because they are adjacent to three of the other provinces instead of two. So the grand total of possible moves here is  $11 \times 11 \times 9 \times 9 = 9,801$ . And this is just for 4 units in 4 provinces.

The possibilities for 34 units in 75 provinces are enormous.

Actually, the situation isn't quite as mathematically complex as that. The scenario I've described has several different symmetries which reduce the number of genuinely different combinations to around 250. But although most of the possible combinations are illogical and would very rarely, if ever, actually be ordered, the computer has to be able to adjudicate them nevertheless.

Now the human mind is very good at scanning complex situations and recognizing patterns, and this is the way in which Diplomacy players, by and large, adjudicate. We can quickly recognize which moves are interdependent and ignore all the others while we analyze "groups" of moves. The computer, on the other hand, is good at calculations but cannot recognize patterns easily, especially where the number of possibilities is so great. Instead, it has to work analytically on each move and determine its success or failure.

Another reason why Diplomacy is difficult to analyze is that it is potentially very "interconnected". For example, the outcome of A(Mos) - Ukr could, potentially, determine the result of F(Lon) - ENG on the other side of the board. Convoys, in particular, allow arbitrarily long-range movement, and allow units to influence events very far away. In practice, we all know that most Diplomacy rounds can be broken up into small independent scenarios, and the human mind can quickly work out which moves affect the outcome. The computer, though, cannot normally break up an adjudication into small parts, for its lack of pattern recognition means it can never rule out the possibility that a unit in a different part of the board will affect its result. It has to deal with all the moves at the same time.

So the solution had to be analytic and deal with all the units together. My next consideration was how to do the analysis, and this is where more problems arose.

Diplomacy works on a rule of simultaneous movement, but the actuality is more subtle than that. There is a hierarchy of moves, ranging from the simple uncontested moves which must succeed, through to moves dependent on a complex chain of events. It is very important to get this hierarchy right. When we apply the rule ourselves, we quickly identify it - "move A must succeed, therefore move B, which is dependent on its outcome, fails". The computer must firstly identify which moves must succeed or fail, and then use this knowledge in an iterative process to adjudicate the dependent moves.

So consider what factors determine the outcome of a single move (let's call it "your" attack). The first is clearly its strength. It is fairly simple to add 1 (for the move) plus 1 for each valid, un-cut support, to give a total "weight" for the attack.

The second factor is the defence. If there is a unit in the province being attacked, what does it do? It might stand, it might counterattack (these two cases are actually the same as far as the calculation is concerned), or it might move somewhere else. This move "somewhere else" might be significant if it dislodges your attack's support, or another attacker, or one of its supports. The third factor is other, third-party attacks. These have the potential to "stand off" your attack, so they must also be considered.

Taken together, I drew up (after several attempts) a list of 20 distinct categories of result with different outcomes. These ranged from the trivial:

"No unit in province attacked, all third party attacks have less weight than yours - move succeeds."

to the uncomfortably complex:

"Unit in province attacked succeeds in dislodging the support of the only third party attack with a weight equal to yours - move succeeds."

These 20 categories fell into 2 broad classes. 7 of them were determinate, in the sense that their result was independent of any other moves. The remaining 15 were indeterminate until the moves around them had been decided. This now gave me a basis for the program. The components of the analysis were as follows:

Check the syntax of each order  
Check the validity of individual orders  
Check orders' dependencies  
Check the validity of convoys  
Make support cuts  
Adjudicate moves:

- (a) Calculate weights of attack, defence & counterattack
  - (b) Determine category of result
  - (c) On the first pass, adjudicate the determinate moves
  - (d) On subsequent passes, adjudicate other moves
  - (e) Loop until all moves are adjudicated
  - (f) Check for dislodged convoys & adjudicate again if necessary
- Make retreats, disbands and adjust units.

There was one final complication. This "algorithm" depends on there being at least one move which is determinate at the start of the adjudication. There are some cases where this is not so. These are the three- or four-way rotations, for example:

A(Bud) - Ser; A(Ser) - Rum; A(Rum) - Bud

An explicit test for these needed to be included in the adjudication routine.

There were some other areas where careful thought and rule-reading were required. Self-dislodgement was prohibited by putting a test in the adjudication cycle to prevent it; but I



had to be careful not to do it too early, as self-attacks are valid for other purposes, for example to stand off another player. Support cuts were relatively straightforward, but I had to be careful to include the bit about a convoy not being able to cut support for an attack on its last fleet. The convoyed swap:

F(TYS) C A(Tus)-Rom; A(Rom)-Tus

was also quite simple once I remembered it.

Convoys themselves required quite a bit of thought. In the end, I settled for a compromise. My program supports convoys of any length, but they must be linear and unbroken. The "unbroken" bit is common sense, but the "linear" actually goes contrary to the rules, which do allow multiple paths for convoys. Not only that, I (against Stephen's advice) insisted on including "unwanted" convoys. So, given

Germany A(Bel) - Pic  
England F(ENG) C GERMAN A(Bel) - Pic  
France F(MAO) S F(Bre) - ENG

The French move would succeed, F(ENG) would be dislodged and the German move would fail, even if the German was unaware of the other moves. Well, it keeps me entertained!

Once the basic adjudication routine had been designed, I spent some time shaping the program as a genuine game manager. I set up map, unit and country files to store the basic data, a system for changing seasons, an editor for changing orders and examining results, a game file to store basic game information like the players' and GM's names, and a menu system to control everything. The result is reasonably pleasing, although it probably needs fine tuning. I am fairly happy with the integrity of the adjudicator, having spent many hours testing it on the most difficult situations I could think of, and initial tests have do seem to be showing that it can save a good deal of time, especially as it generates a text file of the game report which can be pasted into a word processed document. I must admit, I don't feel the urge to run a Diplomacy zine myself, but it's nice to do something useful. Now, if anyone's interested in Computer Croquet.....

*Stewart Cross's Diplomacy Games Manager for DOS is available by FTP (I'm not sure from where, though - ask in rec.games.diplomacy). Stewart's next project will be to program a personality for Mark Nelson (ha!).*

---

## New Blood

The following individuals have expressed an interest in seeing samples of Diplomacy zines:

David Bell, Apt. 7, 804 Cathedral St., Baltimore, MD 21201

Nicholas Hopkins, 710 E. Laverock Rd. #9, Indianapolis, IN 46220

Dale Horsely, 37 Burns Cir., Barrie, ON L4N 5J8 Canada

Travis Kilburn, 2402 Branch Creek, Apt 8, Paso Robles, CA 93446

Dan Lamden, RR 1 Site 4 Box 9, Westeros, ALB T0C 2V0 Canada

Andrew Logan, 2300 First City Tower, 1001 Fennin, Houston, TX 77002

Claude Morest, 1937 Goss St. #3, Boulder, CO 80302

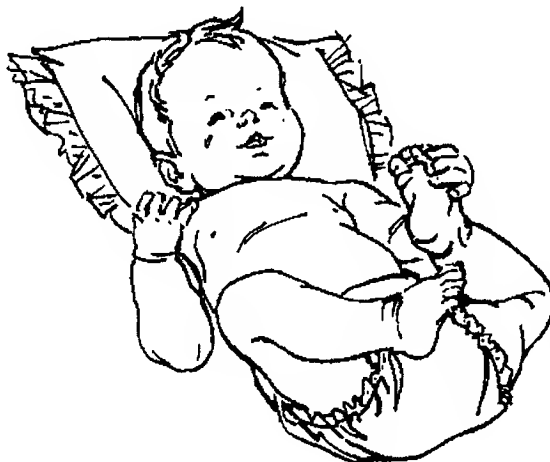
John Peside, 1020 Berchmans, Florissant, MO 63031

John Power, 1245 Cortlandt St., Houston, TX 77008

David Valentiner, 2122 Fairfax Ave #17, Nashville, TN 37212

Albert White, 1430 De Porres Lane, St. Charles, MO 63304

Claude Worrell, HC 1 Box 55, Earlysville, VA 22936



# Diplomacy World at 75: A Peerispective

by Larry Peery

The Diplomacy Archives, if stacked, would equal the height of a 13 story building, excluding the Perriblah and back issues of DW. The Perriblah stack would probably reach the height of a small radio tower. The back issues of DW could comfortably fit in a small box. And yet, in terms of lasting value, it is the collection of DW's that I most value. Why? As DW celebrates its 75th issue, its 21st birthday, and its new lease on life under Doug Kent's stewardship, perhaps now is a good time to assess DW's past, present, and future.

I was a charter subber to DW from the beginning. No one has contributed more material to the zine over the years. And, of course, I served nearly a decade as DW's co-editor, editor, and publisher. I have seen DW at its best and at its worst. I have seen the Good, the Bad, the Ugly; and the occasionally Great and Beautiful. And I have tried, through the DW anthology program, to keep its past alive for the present and future.

Nine individuals have now served as DW's editor and/or publisher. Some of those careers were long and illustrious. Some were short and disastrous. But each of those individuals tried, as best they could, to keep the hobby's flagship publication afloat and on course. During the last 21 years hundreds of individuals have written well over a thousand articles of DW. A simple reprinting of the list runs over 40 pages in single-space print. Small print at that. Despite DW's occasional ups and frequent downs, the hobby has stayed with DW, just as DW has stayed with the hobby. No other hobby institution has commanded this kind of loyalty.

For better or worse, DW was and is what we were and what we make of her. She serves us well when we serve her well. She fails us when we fail her. But when the hobby has needed a rallying point, DW has been there. And when DW has needed us, we have been there. Sometimes it has taken only one individual to make things happen. Sometimes it has taken a squad, or even an army to save her. No publication has ever done more or given more good to the game or hobby than DW. And, equally appropriately, no zine has ever gotten more from the hobby in terms of initial response and continuing support.

DW has always been and should always be our "forum." It is the one place we have to carry our community business, sell our chickens, meet our friends, conduct our trials, execute our sentences, forgive and forget, and, yes, even carry out an assassination.

If DW had not almost always existed, we would have had to invent it, so necessary was it to the hobby's welfare.

So much for DW's past. What of the present?

To give us her best DW must have our best.

Specifically, DW needs lots of TLC (Tender Loving Care). And it needs it on an on-going basis, not a once in a while toss of the bone goodie.

DW needs money, lots of money. DW is a real cash hog. I happen to believe that the job of editing and publishing DW should not be a financial burden to its editor. His or her contribution is his time and sweat. He shouldn't have to financially underwrite the zine. Therefore, DW needs financial support from the hobby. Subscription fees have never covered the cost of publishing the zine as history has shown. Time has passed and some may consider it ancient history but when I took over DW in 1985, DW was badly in debt. The hobby raised some \$4,000 to save the zine. And over the next five years I spent an equal sum on the zine, in addition to an average of 20 hours per week, week in and week out over a five year period. Today's costs are even higher. It is our responsibility to cover them.

DW also needs people. It especially needs writers and readers. Over the years the biggest complaint about DW has been about the lack of S&T articles in the zine, and yet nothing is harder to come by for any editor. There is a rule of Diplomacy, unwritten but real just the same, that says the Great Powers are Not Great Writers. Or maybe they just don't want to share their secrets. I've heard that excuse more than once. A file folder filled with material for future issues is money in the bank to any editor, and gives him the ability to create and be proactive in publishing the zine, not having simply to publish whatever comes in and hope for a good result. Readers are also important. Writers write to be read, even if it is only to see their own words in print.

Reading is a passive activity. DW demands more. It demands feedback. The zine thrives on it, whether it is editorial, letters to the editor, or counter-articles on topics of controversy.

Without all of these DW will, in all probability, survive in some form, but it will have no more relevance than Rome's Forum does today. The action will have shifted to other venues.

I write this because for the first time I can remember DW has a serious potential rival. And I think that is good, if it is a positive rivalry.

I am referring to the new kid on the block, The Diplomatic Pouch, which is now being published on The Web. I have not been able to read all of either of the two issues now available, but I have seen enough to know that it is a good effort, as good a publication as any in the hobby. My only complaints are its relative exclusiveness, both in content and availability. But that charge has been raised, and overcome, about others. My hope is that DW and TDP will be able to jointly contribute to the hobby's growth and betterment. Surely there is enough room in the hobby for both.

Or is there?

*Larry Peery is a former publisher of Diplomacy, and currently is publishing World Diplomacy, as well as running the Worldwide Postal Diplomacy Championship.*

# In Search of the Cult of Personality

## Part 3 -- Are We Having Fun Yet?

by Jim Burgess

Since this is a Summer issue of Diplomacy World, I thought it would be a good idea to fit in one of the lighter columns in this series. I have not forgotten at all that Diplomacy is a game and as such we do it as recreation. Therefore if it is not fun, we can quit. Everyone knows that real leaders of real countries in war do not have that luxury -- at least not without a great deal of guilt. More common is statements like Abraham Lincoln's famous, "Let us have faith that right makes might, and in that faith let us to the end dare to do our duty as we understand it." Diplomats and statesmen do their diploming out of duty, but unfortunately much of their jobs are not fun. Have you never wondered why real diplomats do not avidly play Diplomacy? Well, Ken Peel ran a game once with real US diplomats from around the world. Henry Kissinger and other famous diplomats are said to know the game and respect it. Yet, that is NOT where Diplomacy game players come from, even though, as Herodotus said, "If a man insisted always on being serious, and never allowed himself a bit of fun and relaxation, he would go mad or become unstable without knowing it." I think we would all argue that mad or unstable diplomats (can you say Adolf... sure you can) are not likely to be successful in forwarding the interests of their countries and people. So why don't serious Diplomats take a break by playing Diplomacy after days of trying to sort out the Balkans or trying to stop Israelis and Palestinians from killing each other? It should be obvious. They do these negotiations for real so it is difficult to play for fun making negotiations for sport. They'd rather try to knock tennis balls off each other's heads.

I want to try to address two issues in this column, which I will argue are really just two sides of the same coin. First, what does the fact that Diplomacy games are played for fun mean for how the game is played? Rather than the usual tired old arguments on this score, I will approach it in what I think is a fresh and interesting way. And second, doesn't playing for fun mean that the personalities of the players and how they interact is the key determinant in what happens in each game? Here is where I discuss the total silliness that pisses off those who insist on always being serious. So, unlike some of these columns, I intend to be silly and tongue in cheek wherever possible. Let's have some FUN!

Since Diplomacy has these fuzzy winning conditions and no one ever finishes a game anyway, I should be able to play any way I want. And I do. The silliest thing I've ever seen is someone arguing about how someone "should" play, outside of a particular game. Of course, it is quite appropriate within a game to try to convince someone to do what you want them to do by convincing them that a particular way to play is more appropriate in general than another. Dustin Laurence and Mark Nelson, among

others, have stated this better than I have here in the context of addressing the question of "logical" play on the Internet. The neat thing about Diplomacy is its open-endedness. Players really can evolve strategic imperatives as the game progresses in any way they desire; however, this subtle point is easy to misinterpret, so let's try an extended example. The Diplomacy board, as most people know, is loosely supposed to approximate the situation in Europe prior to WWI. If so, then how come France doesn't always ally with Russia, how come Germany doesn't always ally with an Austria-Hungary who always fires the first shot, and how come the question of whether England will stay neutral or move to support France isn't the key question of most every game??? The answer, of course, is that the English player is not a newly elected Liberal who is struggling to balance all sorts of competing factors, the French and Russian players do not feel a deep seated cultural connection that binds them together diplomatically as well, and the German player is not the flighty, ambitious, young Kaiser Wilhelm trying to dominate an aging Emperor Franz Josef whose heir is struck down by Serbian machinations. Ah, and those Serbs are just another neutral territory taken by nearly every Austrian in Spring 1901 with nary a peep of protest.

That gave me the idea for my example. Let's try to design a variant for the current Balkan situation that would force the players in the game to play like the real leaders do. In other words, we want to design the game so that the only logical play each leader has is to follow an historical/realistic line of diplomacy and action. Eventually I will have to stop because the result will start to become so convoluted that it will become unplayable. And that is the key. A game by its nature is something that people like to play. People like to play Diplomacy because they can play it the way they want to play it. And people who like to play Diplomacy for many years, like to keep playing Diplomacy because they can play it differently every time. But I'm getting ahead of myself again. What about our variant.

Well, first of all, let's design seven players. Serbians, Bosnian Muslims, Croatians, and Macedonians will be assumed to split the territory of the former Yugoslavia. This doesn't simplify things too much. Then we will have the NATO alliance which will include Greece. They are balanced by the Russian alliance which we will assume still includes Romania and Bulgaria. Then the last country in our game will be the Turks and they will represent the Muslim influence from abroad. Now, since I want the battle to be among the former Yugoslavians, I must have different victory conditions for each country. Otherwise, the powerful NATO alliance will just sweep in and cut these little Yugoslavians to pieces. I have to tell them how to play. So let's look at each country and see how we can design victory

conditions that will also generate particular rules that in turn will attempt to constrain their choices. First, the NATO alliance really wants peace and should be the strongest power that could take over the entire board if it wanted to do so; however, its weakness is that it has these peacekeeping troops stuck in the middle of the warring Yugoslavian factions. The easiest thing to do is to give them lots of units and lots of supply centers and make their victory condition that every other power must remain alive AND no other power meets their victory condition. We probably can give the game a set ending time too -- so it WILL end -- and NATO wins by "surviving" in a particular way.

Next let's look at the Yugoslavian powers. I'll do two things differently from the regular game. I'll have ethnic enclaves and areas for each of the Serbian, Muslim, and Croatian groups, but not for the Macedonians so they can be the initial outsiders (in real life, just you wait until the Macedonians get involved in this mess...). An ethnic enclave area will improve the defense of an army of its type (say to double strength), but has no power of movement or defense on its own. The peacekeeping forces are deployed in provinces adjacent to ethnic enclaves in order to protect them and the peacekeeping forces are sitting without supply centers and are supported (freely) from off the board (this provides for no incentive to attack peacekeeping forces except to stop them from peacekeeping). The peacekeeping forces will be assumed to have a basic triple strength that they can use to defend themselves or to stop ethnic cleansing in those adjacent provinces. Let's assume that ethnic cleansing is an activity (like holding) that a unit of an opposing ethnicity can do in a particular ethnic province, just moving in does not destroy the ethnic population. Once ethnic cleansing occurs, the province is like any normal province. Ethnic cleansing must occur for TWO consecutive turns without being blocked by peacekeeping forces. One turn of ethnic cleansing that is blocked on the subsequent turn is sufficient to displace an ethnic group who then can travel as refugees to an adjacent province. We'll come back to refugees, because they are a problem. Anyway, the peacekeepers can defend or block ethnic cleansing in three provinces (in which case a simple attack dislodges them and annihilates them, we assume peacekeepers cannot retreat), two provinces (in which case they hold with normal strength), one province (hold with double strength), or simply hold with triple strength. Simple majority or perhaps complete hegemony in Yugoslavia is the goal of all of the Yugoslavian powers.

The Macedonians have to play it safe because they do not have ethnic enclaves... or do they? This system suggests that the Macedonians will wait out the war until the ethnic enclaves (which can defend better than the Macedonians can) are wiped out. Then they could try to move in and pick up the pieces. How can we stop them from getting involved though? We can presume that they will enter on the side of one of the other three ethnic powers to stop two from ganging up on one, but how can we stop them from getting

more involved than that early on? Doesn't this depend on the personality of the players playing the countries?? Nonsense, we can lock that up with more rules. The other thing holding the Macedonians in place is the Greeks who don't trust those Macedonians if they get too powerful and we've put the Greeks with our all powerful NATO alliance. Let's not allow any NATO units to enter the game after the peacekeepers are placed EXCEPT from Greece through Macedonia. If the Macedonians leave home, the NATO units can slip in behind. Ah, but we can fix that too. When peacekeepers are wiped out, the NATO units in Greece could be hurt as well, so only at that point will the Macedonians dare move north.

We also have not touched on the Russians or the Turks. The Croatians in our game will have a safe rear border that will allow them to attack freely, but the Serbs and Muslims will be trapped between forces. The Russians and the Turks are their respective allies. The "arms embargo" is represented by the distance that the Turks are from the front. The Turks in this game actually don't have much to do unless they attack the Greeks... always a possibility. Then they can land their troops or get their navies in position to aid their countrymen. But how do they win?? The same problem occurs for the Russians. We will assume that the Russians and Turks also value Balance of Power, so they will win if their allies survive in a dominant position that is not too dominant. Conversely, the NATO alliance is assumed to want the same thing, but they don't really care who is dominant as long as they stop ethnic cleansing and live in a balance that does not include war. And how do we capture the effects of displaced refugees? Should refugees that are displaced ethnic enclaves remain part of the game or not?

There are a large number of details that would need to be filled in for this to be a completed variant (not least of which is a map), but I'm sure you get the idea. How many of you would expect that this game would develop in a historical context without a lot more rules to try to channel the behavior of the leaders? I hope not many of you. I'm sure I could ramble on designing rules for pages and pages and STILL not lock any of the leaders into an historical course of action, even a quarter of the time. How would we include the moral feelings generated around the world by ethnic cleansing behavior? How would we model internal disputes among the NATO allies that handicap their choices? Again, real life has seen nothing yet until the Macedonians become involved and the Greek voice starts to be heard louder. If the particular person playing the NATO country were bored by sitting around getting attacked, why wouldn't they try something more aggressive? What if one of the Yugoslavian countries had a person as leader that tried to play a balance of power game instead of one of ethnic cleansing? My central point here is that each of the powers in the Balkan situation has a collective personality that is difficult to recreate in a single individual playing that country. Any of us who have played for awhile can think of all sorts of examples of how that affects play in particular games.

Thus, Allan Calhamer designed the game NOT to try to limit players into historical courses of action, but more generally (beginning the game in a generic 1901) making the powers have characteristics (England a sea power, Austria a land power, Russia with split spheres of influence and an extra center to start, Turkey in a corner, etc.), yet allowing them to have diverse options for courses of action that allowed each game to play out in unique ways. These unique characteristics of each game, moreover, are not driven by dice rolls or other elements of luck, but purely resulting from the interaction of simultaneous choices by players. Therefore, the players matter!!

This leads to our second question and I've placed it in a context where I hope people are beginning to see that they are more or less identical, obverse ways of looking at the same issue. First we looked at how the game is designed. Now let's look at how the players are designed.

Many people have tried to make broad general categorizations of how players play. This in itself suggests that who the players are is important. I would argue instead though that it is the mix of personalities in a game and how they go about having fun playing the game that defines the way a game is played. Some people are fairly inflexible in the way they play and probably could be categorized (e.g. the "angry" player, who once affronted will get back at the offender any way he can without regard to anything else that is happening in the game), but most every player will react differently in different games. Since I know the most about myself, I will recount some of my game history to illustrate the point.

Back in the early 1980's, as feuds were roaming about the US postal hobby, having fun playing Diplomacy became difficult at times. It required some effort in keeping the games light so that all of the background stuff didn't make the hobby unbearable. Some of us did this by writing silly press and competing to see who could be the best toady to some of the big magnetic personalities around at that time. Mark Luedi helped us all out by running a contest to select the Toady of the Year. I won easily in 1982 and should have won in 1983 until some nefarious late ballot stuffing gave the win to (at that time) Kathy Byrne. This made for some great press wars, some great crossgaming, and some totally silly feuds that kept the world light in that dark and heavy time.

Of course, my great ToadMaster was the ToadFather himself, Terry Tallman. In one particularly great and memorable game, GMed by Eric Ozog, I was Turkey and Terry was Germany (I think). We coordinated brilliantly and totally outmaneuvered the sly Russian, Dan Stafford -- to whom I had a much longer history of toadydom. Some Canuck was playing Italy that we also played like a fiddle and we totally destroyed the Austrian. Meanwhile, Terry dominated the West. Now, I decided that I was not vetoing concession proposals to my ToadFather. If someone wanted to stop

Terry from winning they would have to do it themselves. I was having a great time and, as in all great toady games, the battle that Terry won was between the ToadMasters (himself and Stafford). But when Dan was knocked out, no one else bothered to defeat the concession proposal and the game was conceded to Terry's Germany. I had the honor of deciding the game and determining which ToadMaster won. I also had the great fun of producing lots of brilliant misdirection diplomacy. I venture to claim that in all his long years of Diplomacy, Dan Stafford had never been so totally bewildered as I had him in that game. Now, some may complain that I had 9 centers and Terry had only 8 when the game was conceded to him (if Mark Nelson's reminder to me on this score was correct), but I won't. It was a great game. If there was a greater ToadMaster to call my name in that game, I would have played the tune. There wasn't and Terry totally deserved that victory.

Nevertheless, playing the ToadMaster game has its risks because toadies can be very, very fickle. Many years later, I joined the last game that Kathy (now) Caruso ran in Kathy's Korner. Terry was also in that game. Call it crossgaming if you wish (I call it fine toady play), but I joined the game in order to give it back to Terry in a brilliant stab, much as I had turned Dan Stafford inside out a decade earlier. I got England and Terry got France. We began to sweep the board as tight allies from square one. Bob Acheson in Russia kept complaining that it was unfair, it was unfair. But I had a surprise for all of them. Unfortunately, the best laid plans of mice, toadies, and men frequently go awry. Terry began having difficulties getting his orders in. I had to harass and prod him to get orders in so I could get him set up for my brilliant stab. Finally, he NMRed out. Despite the change in person, I felt honor bound to follow through on my stab. Unfortunately, I was NOT playing Terry, but Mike Gonsalves, and Mike did not let me set him up as Terry would have (because of the high level of toady trust that I had established). As a result, despite making up with France and desperately struggling to keep both Kathy's attention (she just wanted us to get it over with so she could fold) and our supply centers, Bob Acheson went on to win.

I'm sure the lessons that people draw from these stories (all of them) will vary, but I submit them to you as one more piece of evidence that personality and the people playing the game are what matter. Players make decisions in order to have fun and all decisions must be made in that context. Next time you meet up with me in a game, it will be your task to discover whether I am out for a win and some embarrassing stabs or whether I am just looking for the biggest ToadMaster. Just remember.... no one beats the ToadFather, he can only beat himself, as I have learned again and again and again.

*Jim Burgess currently publishes the postal/email crossover zine The Abyssinian Prince.*

# What Do You Say?

by Pat Conlon

What do you tell others about Diplomacy? You know what I mean. Many of us have respectable jobs with a fairly traditional image: bank managers, Army Captains, trucking company executives, lawyers, etc. We strive to uphold a certain, stable image in these jobs and we carry that image over into most of our personal lives. The president of the bank would not be impressed to see one of his bank managers pissing in the sink at a crowded rock concert. Your average general would take a very dim view of a captain who frequented transvestite bars. So, what do you tell other people about Diplomacy?

Dip is a game, and serious people don't spend much time on games. They're too busy raising kids, working towards the next promotion, or trying to get into that exclusive country club. Worse, Dip is a wargame, something that most people look upon as an activity for pimply-faced geeks after the science lab has closed for the day. Do you have an image in your mind of what the average Dipper looks like (and acts like)? Now I have met many wonderful, level-headed people in New York, Chicago, Madison, and San Francisco who just happen to play Dip. Despite all of them, what persists in my mind is an image all con-goers know from the hordes of role-players and fantasy-freaks. I'm sure most con attendees have been on an elevator with a grossly obese, oily-faced, unshowered-in-three-days gamer who's more gamey than a ten day old carcass and more loudly opinionated (and wrong) than Howard Stern. If you caught yourself holding your breath during that last sentence, then you know what I mean.

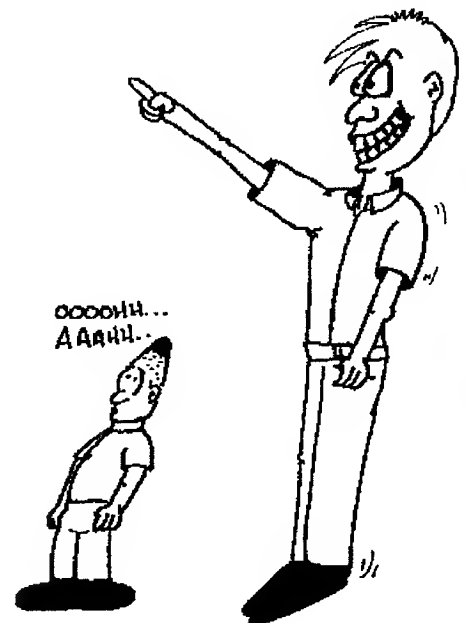
I thought that playing by mail would allow me to avoid that image. But PBM only serves to reinforce and even exaggerate that negative image. Because we generally lack an accurate picture of who we are playing and lack information about these people outside of their continued interest in the game, our imaginations take over and supply images for us. These images are the product of the other person's letters and what we as recipients read into those letters. Of course such images are further sullied by the occasional jerk, such as the guy who's first letter to me in a new gamestart included this bit of diplomacy. "I was going to compare you to weasel or dodo, but what would be the point." And I've received worse. Some letters appear to be written in pencil or crayon in large block letters by a ten year old. But the lack of sense in the letter suggests a five year old and hobby records may show the person to have been playing for the last 3 - 5 years!

Admittedly, not all dip-players look like a reject from a role-playing circle. But there are many who fall somewhere in between the respectable citizen and the nerdy teenager images, like the forty year old whom you suspect has no life outside the 30 - 40 dip games he's currently playing or the

thirty year old with the ugly face, the foot odor problem, the twenty year old shell of a car, and a great job as the night clerk at 7-11. You know the word I'm aiming for: LOSER. All too often the world classifies people in one of two categories: winners and losers. Even the best people sometimes catch themselves making these judgements about others. The line that defines winners and losers is a vague one, defined differently by different people. And (surprise, surprise) most tend to put that line somewhere below their own perceived station in life.

So, do you tell your boss or your co-workers about your hobby? Do you show them maps and letters? Tell them how you once outsmarted an opponent with a forged letter? Or do you worry that may alter his/her image of you? Me, I just tell people that I like writing letters and keeping in touch with old friends. Even that gets raised eyebrows. Most of my friends think that letter-writing is too archaic and time-consuming. It adds a dash of realism (the kind of realism tailored to their biases) when I tell them that having a computer allows me to keep in touch with a large number of friends, since the computer allows me to write one basic letter to 20 different friends, changing only the salutation and whatever pertains to only one individual. How many dates before you tell the new girl (or guy) in your life about Diplomacy? Is that before or after you show her/him the booger collection under your bed?

***Pat Conlon is a well-regarded Diplomacy player, and apparently also collects boogers and hides them under his bed.***





# England in Diplomacy: Image in an Imperfect Mirror

by Brent McKee

For so simple a game, Diplomacy does a surprisingly good job of simulating the world situation in the period leading to the start of the First World War. In the depiction of England however the game does a less than stellar job.

True, England has been given more fleets than any other power, and true a competent English player can keep his power from being invaded in 1901, however in a deeper level it is less than successful. The game is Euro-centric, but the greatest influence on Britain came from outside Europe. In an era when war was still the continuation of diplomacy by other means, British naval, military, and diplomatic policy focussed on a single objective: the preservation of the British Empire.

The elements were interlocking. Not only was the navy Britain's defensive bulwark, it also protected the Empire's trade and allowed military power to be projected across the globe. Britain's army was small but because of the navy it could be sent where it was needed. In the words of Admiral Sir Jackie Fisher (First Sea Lord for most of the first decade of the 20th century), "the Army is a projectile to be fired by the Navy."

The official British naval policy was stated in 1887. Under the "Two Power Standard", the Royal Navy was to have enough ships to be superior to the next two largest European navies. This was the principle, however strength goes beyond mere numbers; fighting efficiency is also an important factor and there the Royal Navy was substandard. By 1900 the Royal Navy was in desperate need of reform. Eighty years without a serious opponent had dulled the fighting instinct. In evaluation of ships, spit and polish cleanliness was the most important factor, while accurate gunnery was never commented upon. The quality of naval gunnery, especially at long range, was poor. There was an incident when the fleet bombarded several forts outside Alexandria; over 3,000 rounds were fired, but only ten shells hit their targets! British naval tactics were rooted in the Battle of Trafalgar: laying ships alongside the enemy and exchanging broadsides at close range.

The Navy found a reformer in Jackie Fisher. It is impossible to underestimate Fisher's impact. As commander of the Mediterranean Fleet he emphasized realistic war training, including gunnery, over spit and polish. As First Sea Lord he scrapped over 150 obsolete ships, concentrated the major ships of the fleet in European waters, improved the readiness of the reserve fleet, and emphasized accurate long range gunnery. Long range gunnery became increasingly important because, under Fisher Britain introduced if HMS Dreadnought; the first modern "all big gun" battleship. The big guns meant she could hit at long range, and because her guns were all the same size, range finding was simplified. The layout of the guns meant that the ship didn't have to stop chasing an enemy to bring most

of her guns to bear. It was said when Dreadnought was commissioned that she was a match for any three battleships in the world.

Dreadnought not only made every other warship in the world obsolete, she also made the Two Power Standard obsolete. The expansion of the German fleet had probably undermined the policy before that. The Germans believed that building a navy with fewer ships than the British would be enough to upset the naval balance of power and make war with Britain unlikely. The construction of Dreadnought may have been a strategic mistake. Because of this, the British and German fleets effectively started from scratch in terms of capital ships. Despite the wishes of politicians, the British found themselves locked in an arms race to retain their freedom of action and their empire. Like all arms races it was something that could not be ended unilaterally.

Unlike any of the other great powers, and all but the tiniest of European states, Britain did not have compulsory peacetime military service. The British had a long-standing dislike of standing armies going back to the time of Cromwell. Even Wellington described his army as "the scum of the earth." Moreover, Britain didn't need a large conscript army because the navy protected the nation from assault. As Fisher said, "If the Navy is not supreme no army however large is of the slightest use." Britain would fall to blockade not to invasion.

Although the Kaiser called it "a contemptible little army" the British army was in fact a highly trained, highly motivated Regular Force, roughly half of which was always overseas. The British Army was primarily an offensive force, and in that role it became clear that reform was needed. Fighting an enemy armed with modern equipment for the first time in fifty years, British performance in the Boer War (1899-1902) showed the deficiencies in the Army's command structure and organization. Once the war was won, the government appointed a commission under Lord Esher to bring in needed reforms. The only military figure on the commission was Jackie Fisher. As a result of the commission's report, the post of Commander-in-Chief was abolished and replaced by a General Staff, while the army in Britain was decentralized into seven regional commands. Further reforms occurred when Richard Haldane was appointed as Minister of War in 1906. Haldane, under pressure to reduce expenditures, cut the Army Estimates by 3 million Pounds, while improving the speed of mobilization from weeks to days. He also supplemented the 160,000 men (six divisions) of the Regular Force with a Territorial Army made up of 14 Division of part time volunteers.

By the end of the 19th century, Britain's foreign policy was described by Lord Salisbury, Prime Minister three times

between 1885 and 1902, as "Splendid Isolation". He defended this policy by claiming that: "Isolation is much less dangerous than the danger of being dragged into wars which do not concern us." Yet the very thing that Salisbury sought to protect, Britain's mastery of her colonial empire, was precisely what would force Britain into the European alliance structure. The British had two main colonial adversaries: France and Russia. Britain and France had been at peace for most of the 19th century (and were allies in the Crimean War) but the animosity between the two was never far from the surface, especially as both nations grabbed for colonial possessions. It came to a head when the French established a post on the Nile at Fashoda. The two powers came very close to war, but in the end the French were not prepared to go to war over 162 men and a mud fort while the British were. As for Russia, the British saw Russian expansionism as a threat to their interests. They feared that Russia would take control of Afghanistan and from there pour through into India. The British supported Turkey against Russia in the 19th century, fearing that if the Russian fleets were able to pass through the Dardanelles, it would threaten Britain's trade with India. Then there was Russia's involvement in northern China. The greatest nightmare for Britain was an alliance between Russia and France. When the alliance was established in 1893, some key politicians realized that isolation, far from being splendid, was a potential trap. England's enemies were united, and she had no friends.

Logic seemed to dictate an alliance with Germany. Certainly the Colonial Secretary, Joseph Chamberlain, thought so. After all, Britain's rivals were also Germany's. Chamberlain made several overtures but was repeatedly rebuffed by the Germans. They believed that British power was weakening. Given enough time she would come cup in hand to Germany, and Germany would be able to dictate the terms of an alliance. The German policy was to lead the British to believe there was a chance for an alliance without actually moving any closer to it, secure in the belief that Britain could only form an alliance with Germany. It was a fatal miscalculation. At one point admission to the Triple Alliance was offered, but Britain rejected it because it bound Britain to go to war if Austria and Russia came to blows in the Balkans. That was an issue the British felt didn't concern them. In hindsight we can see that even considering a German alliance was a major error. In his book Dreadnought, Robert Massie writes, "In reaching out to Germany, Chamberlain ignored a centuries-old precept of English history: to survive and prosper, England must always ally herself with the weaker power or powers in Europe. Otherwise, allied to the strongest power, England finds herself in a subordinate role, her interests and independence subject to those of the strongest power. Only by rallying the weaker states into a coalition to oppose the stronger power can England prevent continental hegemony and preserve her own security."

With the German alliance a non-starter, Britain turned to her

ancient enemy France. In a way, France was as logical a choice as Germany. Edward VII, as German by ancestry as the Kaiser, preferred Paris to Berlin as an alliance partner. The problem was their colonial rivalry in Africa, complicated by popular feeling in France. The French humiliation at Fashoda and British behavior during the Boer War caused the French populous to hate Britain. This second obstacle was overcome by putting a human face on British policy. The human face was King Edward's. During a four day visit to Paris in May 1903 he charmed the French by admiring things French. Crowds that on the first day of the visit had shouted "Vive les Boers" were shouting "Vive le Roi" when he left. This popular support made an alliance more palatable.

The French Foreign Minister, Theophile Delcasse, wanted an agreement with Britain, and had steered a consistent course towards rapprochement. Through their ambassador in London, Paul Cambon, the French worked with Chamberlain and British Foreign Secretary Lord Lansdowne to iron out colonial aggravations ranging from fishing rights off Newfoundland to which country would have predominance in Morocco and Egypt. In the end the French gave up their ambitions in Egypt in return for a free hand in Morocco, even though British trade there was actually larger than French trade.

The 1905 Anglo-French Entente Cordiale (literal translation Friendly Agreement), dealt exclusively with colonial matters. There was no mention of military cooperation, but when, in 1905, the Germans challenged French preeminence in Morocco the British were prepared to offer a full alliance. The French government, worried about aggravating the situation, refused to enter further negotiations. In 1906, after the crisis was resolved, British military and naval leaders began a series of staff meetings with the French to develop plans for the use of British troops in the event of war with Germany. These talks were highly secret; Parliament was not informed until 1912.

The other colonial problem was with Russia. The major aggravation was Russian expansionism in northern China which threatened British interests in central and southern China. Britain was not the only country bothered by Russian activities. The Japanese were angered when, after the Sino-Japanese War of 1895, the Russians took control of Port Arthur and most of Manchuria. In 1902 the British signed a treaty with the Japanese to try to control Russian expansionism. Russian threats to Japanese control of Korea led to the Russo-Japanese War in 1904. Britain maintained a "benevolent neutrality" towards the Japanese, although the British nearly went to war with Russia when the Baltic Fleet, sailing to its doom at Tsushima, encountered a fleet of fishing boats off the English coast and sank several believing them to be Japanese torpedo boats.

The problems between Russia and Britain ended because both sides wanted them to end. The Russians were



impressed by the way that Britain supported France during the 1905 Moroccan Crisis. They wanted a similar arrangement. At the same time the British wanted to soothe their relations with Russia. With Russian influence in China eliminated, the major irritants were Tibet and Afghanistan, which threatened the Indian Frontier, and Persia. For their part, the Russians were focussed on the Balkans and the Dardanelles. The discussions took time, but eventually an agreement was reached to establish Tibet and Afghanistan as neutral buffer states. Persia was divided into Spheres of Influence, with the Russians in the north, away from the Persian Gulf. As with the Entente Cordiale, military matters were never mentioned in the Anglo-Russian Entente. Words like "war" didn't appear. And when Austria officially annexed Bosnia-Herzegovina in 1908, the British made it clear to the Russians that although they decried Austria's actions, they were not prepared to support Russia on the issue or to break another international agreement and open the Dardanelles to Russian warships. Bosnia was not worth the life of a single Briton.

Britain's foreign policy in the period leading to World War I was designed strictly to support its own interests. Thus there was no assurance when the assassination of Franz Ferdinand sparked the mobilization of armies across Europe that Britain would join in. Even though the British Army

had been engaged in planning with the French since 1906 and the French Navy had been concentrated in the Mediterranean with the expectation that Britain would protect France's Channel and Atlantic coasts, Britain was unprepared to go to war if it didn't affect British interests. Indeed, had it remained a dispute over the Balkans, the feeling in Parliament was that Britain should not fight even if both her Entente partners went to war. Sir Edward Gray, the Foreign Secretary, was aware of a sizable group within Cabinet opposed to intervention. The key was Belgium, and to a lesser extent the Channel. Britain had guaranteed Belgian neutrality, and the possibility of the German fleet moving to Belgian ports made it an area of British concern. Most of the Cabinet were prepared to go to war if that neutrality was violated and the Belgian army fought. This was true of the public as well. An anti-war demonstration had been planned for August 2 but when it became clear that Germany was contemplating an invasion of Belgium support for that demonstration evaporated and support of a second, pro-war, demonstration gained momentum. Thus when Britain declared war it did so with popular support, not because of a rigid alliance scheme but because of Britain's sense of obligation to Belgium and because the nation's interests were vitally involved.

*Brent McKee publishes the Dipzine Making Love in a Canoe.*

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## On Conducting Diplomacy "The Art Of The Possible" "Trust Me" (And Other Tall Tales)

by Brian Cannon

Strange as it may seem to say or to hear, the Game of Diplomacy is about Trust. Indeed this is true not only of the "Game", Diplomacy - but also of real world diplomacy as well. As in the real world, it is the players who are able to engender Trust in their compatriots who find themselves in position to form a useful alliance, hold together a faltering and shaky alliance, and set up the stab that propels them to victory. And, as in the real world, Trust is not a commodity that grows on trees, nor one that can be bought and sold. Rather it must be fed and nurtured to grow and once developed must be watched and coddled lest it wither and die from neglect or abuse. But once developed and utilized, it is a tool that can make the difference between glorious victory, and ignominious defeat.

In this article, I will discuss several principles and techniques that I have found helpful in developing an atmosphere of trust in Diplomacy games.

The first principle is what I call the "Golden Rule of Diplomatic Success." Namely, "Treat each player with the respect you would want them to bestow on you." And while this may seem simplistic or laughable to some, it never

ceases to amaze me how effective it is in helping to build alliances that further my position - nor how much damage can be caused by ignoring this principle. There are actually several aspects to "Respecting" other players.

1. First is to deal with each player as an honored equal - even if they are materially or positionally weaker than you. For example, continue to consult with them on possible coordinated moves; try to find out what their objectives may be (short & long term) and see if you can weave those goals into your own objectives; be open and honest with them about any correspondence you receive which affects them; and openly discuss ways to reduce the threat they feel from your greater strength. Nor should this show of honor be just a facade, either. I find that if I truly DO think of another player as an equal, not only is it easier for that attitude to be seen by them, but they are also more likely to give me the benefit of the doubt in any questionable suggestions or moves I might make. And that makes it easier to maintain a strong alliance (or set up an unsuspecting victim).

2. Second is to avoid *gratuitous* lies like the plague. Certainly, there is a time for lying in Diplomacy, and a well timed lie can be the difference between victory & defeat (or a draw), but it is striking how often a player lies when it is not necessary and poisons a potential alliance before it even has a chance to form. I try to always remember (before lying to anyone) that (a) they are liable to discover my lie shortly, and (b) if circumstances change I may later find I need them as an ally (or at least not caring whether it is I or another who ends up winning). With that in mind, I try to make sure that any lie I tell will provide significant help in getting me toward a victory (or at least a strong draw). Then, I can at least claim with some justice that the goal of the game required that I lie at that point and that it was nothing personal. The alternative, lying just for the heck of, with nothing really to gain from a lie, tends to only tic off the other player so that they will react emotionally and decide they don't want to trust you in the future. And beware, they may, later, be in a position where if they can't stab you, they CAN throw the game to another player.
3. Third, don't insult another players intelligence by proposing a plan so obviously lopsided in your favor as to be a clear setup. An example here would be England suggesting to his German ally that their best plan is for England to land armies in Picardy & Brest (to help subdue France) while Germany cedes Denmark to an English Fleet (along with the rest of Scandinavia) as part of an attack on Russia (don't laugh, I had an English player suggest something like this to me in one game - he was the FIRST power France and I obliterated). Another example (from another game I played in) was France proposing to Austria that if I helped him thru a stalemate line Turkey & I were setting up (getting French fleets into Emed & Aegean) so that Turkey was defeated, that France would then withdraw across the Med leaving me (Austria) with the Turkish dots as well as the Balkans and even Venice - France did NOT win that game, or even finish in a Draw.

The second principle (or technique) I find useful is to use Truth to mask what lies I "Do" tell. In one game, as Russia, I wanted to be able to take out Turkey (if needed) and so I justified my request to send a fleet through Constantinople by pointing out, quite Truthfully, that R/T was one of the strongest alliances on the board and that the fleet could do an R/T alliance more good in the front lines than twiddling its thumbs in the Black Sea. Given the board situation, the move actually made good sense and so was convincing. The only "lie" in it was what was left unsaid - that with Austria gone, Italy was just as good a choice for operations against the West, and was easier to stab as well. The proposal had enough truth in it that it was believable, and when Turkey DID believe it the stage was set for the stab. I also find it useful, in setting the stage for effective deceptions, to be

careful to tell the Truth, as much as possible. This means, in negotiating with both allies and victims alike, to point out the pros and cons of various proposals and to be candid about the risks each idea may pose to each partner. It is true that in so doing I may be tipping off a potential victim to "some" stab opportunities I may have, but I have found that being candid and listening to their suggestions in return, fosters a strong sense of trust which more than pays for itself in the long run.

The Third principle (or technique) to use is to take the time to genuinely consider and understand the strategic and tactical needs and concerns of the player you are wooing - and then to plan moves that actually address those concerns. For example, if Turkey wishes to form an A/T alliance, he needs to make plain to Austria that he understands Austria's concerns about his vulnerability to a stab and is interested enough in the alliance to actually make moves that address and mitigate that vulnerability. Even if he later plans on stabbing Austria, this is a good way to start. As time goes by and Austria sees Turkey actually making moves to help Austria become more secure, he will begin to trust the Turkish player more and more, and that Trust, while necessary to a strong alliance, can also begin to blind a player to threats later in the game. And if the Turk actually wants to maintain a strong alliance with Austria over the long haul, mutual trust is the single best way to accomplish it.

Of course, I should point out that making these principles pay off in practice requires a fair amount of thought and attention to detail. At the same time you are working with your ally to devise moves that protect them against the obvious threats (like your units adjacent to their uncovered supply centers) you are also working to set up a situation which favors YOU (rather than them) in the long run. In one game, as Germany, I arranged an alliance with France in which I supported a French fleet into the North Sea at a time when Russia still had Sweden and England still had Norway. However, this exposed an unprotected English dot in Edinburgh and went along with the formation of an A/T alliance that was advancing on Russia. There were also plans in the works for Italy to hit the French underside, and England really had no recourse except to attack the French units. The end result was that France, tho being in a strong position against Germany, was distracted by other powers and ultimately had to open himself to a German stab simply as a part of defending himself against other threats (which appeared greater than any threat I posed). By the time I was ready to become a possible threat to me, I had already demonstrated by trust of him and maneuvered other countries into position where he was willing to take a chance and allow me near his supply centers. The stab that I was then able to perform was strong enough that even his attempts to throw his dots to the other side were ineffective.

So to summarize, three principles (or techniques) which I have found useful both in forming strong alliances and in

setting up victims for a stab are (1) To treat other players with the respect I want them to treat me with; (2) To be careful to tell them the Truth practically all the time and to use that Truth to mask the lies I need to set up the fatal stab; and (3) To take the time to see each position and situation from their vantage point and jointly plan how to meet the needs and concerns of both our countries - and then gradually twist those plans so they give the advantage to me rather than the other player.

None of this is easy to accomplish, it requires a lot of thought and forethought to bring it off. But then, who ever said that Winning in Diplomacy was easy? If you take the time and apply the effort to build a sense of trust toward you in the other players, however, and put in the thought to nudge plans into paths that favor you without violating that trust (at least not blatantly) you will find the efforts will pay off handsomely, possibly even with that rarest of prizes - a Solo Victory!

*Brian Cannon is a regular contributor of Strategy & Tactics articles to Diplomacy World.*

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## Malicious Support: Diplomacy's Ultimate Force Multiplier

by Tim Hoyt

**Force Multiplier:** U.S. term for new tactics or equipment which are meant to increase a unit's combat effectiveness in a manner equivalent to an increase in it's size... (Edward Luttwak and Stuart L. Koehl, *A Dictionary of Modern War*, HarperCollins, NY, 1991, p. 226).

Diplomacy poses an irritating tactical dilemma. Players know that there can never be more than 34 pieces in play, and must calculate the strength of their forces against potential or actual enemy coalitions. In theory, no state is safe until it has eighteen units (a win) or a secure stalemate line: otherwise, potential enemy coalitions may outnumber and eventually destroy them. Until these ambitious goals are realized, players must do everything possible to create artificial "force multipliers", which increase their relative power against that of all others.

The obvious manner in which to achieve this is through alliance, which is the core of the game. The game of Diplomacy has been described as an exercise in convincing six other people to allow you to destroy them. This may be a little extreme, but no single player can win without the cooperation (witting or unwitting) of other players. Successful players maximize the utility of every piece: at the most basic level, this includes ordering only the minimal number of "holds". Successful alliances combine their strength, using support orders to defend existing territory or to displace and destroy enemy units.

The support order has limitations, which are described in detail in section IX of the February 1982 2nd edition rules (sorry if I'm using an obsolete set). One of the most intriguing uses of the support order, of course, is the unwanted support: helping an enemy into a space he was hoping to keep vacant by a "bounce". For example, Austria: A Gal Bud; A Vie Bud. Russia: A Rum S (A)A Gal Bud. This would be particularly annoying in a fall turn, if Austria were intending to build in "vacant" Budapest.

It would occasionally be useful to be able to force one of

your own units to retreat, in order to keep an advance moving or break a potential stalemate line. This is expressly forbidden by the rules. Section IX.3 states that "an order to move into a space occupied by another unit of the same country may not succeed if the second unit fails to leave that space...an order by one country which supports an attack by another country against a space occupied by one of the first country's units does not permit a move dislodging that unit..." This can often be frustrating. Most players have probably experienced a situation in which if they could just free ONE of their units up, they would have that breakthrough, and their enemies would cower before them and submit to endless humiliation.

Fortunately, there is a way. The "unwanted support" order, while annoying, pales in comparison to the incredible aggravation and paralyzing effectiveness of the "malicious support" (I am indebted to Laurence Zuriff, not only for coining the phrase, but also for participating in a test case on Compuserve!).

Effective use of malicious support requires a tight alliance between two countries. It also requires some intermingling of pieces. Many players are unwilling to permit this, preferring to divide responsibilities. The most common form of this is the land sea alliance: Germany builds armies, England builds fleets, for example. "Spheres of influence" are another means: France secures the Low Countries and Iberia and then attacks on the Mediterranean front, while England gets Scandinavia and attacks through the Barents and Baltic. There are advantages to these agreements: they provide psychological security for cooperating players in a cutthroat game; they delineate acceptable and unacceptable behaviour (if you build that second fleet, we're at war!); and they maximize the value of existing pieces in an alliance by ensuring that the fewest possible pieces are wasted guarding against the ally's possible perfidy.

The difference between "force maximization" (my own term) and "force multiplier" (an accepted military term) is that the

latter INCREASES the capability of existing units: the same numbers of forces achieve the results of larger numbers of forces. Achieving this in Diplomacy is the equivalent of having extra pieces on the board, working for you. The way to achieve this is intermingle allied forces, accepting the risks and vulnerabilities attached. Malicious support takes advantage of this by using enemy pieces to achieve coalition goals.

The theory of malicious support is as follows: allies A and B have intermingled, cooperating units against enemy C. There are times when it is advantageous for B to support C's units in attacks on A, in order to displace A's units and force them to "retreat" in an advantageous manner. For a coalition on the offensive, this may allow a unit to retreat across a not quite formed stalemate line, foiling C's efforts to establish an effective defense. On the defensive, malicious support may allow A to rebuild an unwanted unit as something more productive and useful.

The example which follows came out of Compuserve Game TAD149, Fall 1905 moves, for those who might be interested.

Position (Spring 1905):

Austria: A Bud, A Gal, A Gas, A Mun, A Rum, A Tyl, A War, F Mid England: F Yor, F Hel

France: A Bur, A Ruh, F Eng, F Hol, F Lon, F Por

Germany: A Ber, A Kie, A Sil

Italy: A Arm, A Mar, A Pie, A Ukr, F Bla, F Lyo, F Spa(sc), F Tyn, F Wes

Russia: A Den, A Fin, A Lvn, A Mos, F Swe

Turkey: F Sev

The stinking ruin of Versailles still smolders as you assemble your new "provisional military government" of France. The recently deceased President was obsessed with eliminating England to the point that he allowed an Austro Italian alliance to "turn the corner" into the Mid Atlantic, as well as giving up Spa and Mar. One quarter of your naval force sits beleaguered in Portugal: for some reason, your predecessor made no effort last turn to remove it from that obviously lost province. Paris and Brest are threatened by Austrian troops and, most ignominiously, the pitiful Hapsburg Navy, which stands astride the narrow Mid Atlantic like a Colossus (apologies to Bill Shakespeare).

Your traditional allies of Germany and Russia continue to engage in uncoordinated and often futile attacks on the Hapsburgs, although it appears that Munich will change hands once more this year and be restored to the Kaiser. You have just taken Holland, so a build is possible if one of your centers can be kept open. Obviously, you have your diplomatic work cut out for you, but you leave that temporarily to your Foreign Minister and concentrate on the tactical position.

Four attacks of serious significance appear possible. First,

and least threatening, is F Mid-Por; F Spa(sc) S F Mid-Por; F Wes-Mid. Portugal is lost. In fact, you would almost prefer this attack, because it would allow you to retreat F Por OTB and build a new, and more useful, F Bre (or some other unit, if negotiations with Austria or Italy prove fruitful).

A more threatening move would be for Austria to attack or convoy to Bre: Austria and Italy just completed an A Pie-Gas convoy last turn. F Mid can also attack, supported by A Gas. Least likely is that A Gas will attack Bre supported by F Mid: you have two units which can cut F Mid's support. If Bre is the target, you can guarantee its safety by moving F Eng-Bre, F Por-Mid, and A Par-Gas. That cuts either possible support for an Austrian attack on Bre, and either takes Bre with F Eng or bounces an attack.

A third problem is A Gas-Par. That only requires a bounce, but A Bur is necessary to hit Gas. Insufficient forces and too many threats: the curse of a Dip player on the defensive.

Finally, Austria might be sneaky and give up Munich in order to take Bur. A Mun-Bur, A Gas S A Mun-Bur, A Mar S A Mun-Bur is, for the moment, unstoppable. On the other hand, that will guarantee that you protect both Par and Bre and get your build. Since buying time is everything, you ignore that problem, and try to resolve what to do about Par and Gas, and hope for the best.

The actual Austro Italian attack in F1905 was as follows:

Austria: F Mid-Bre; A Gas S F Mid-Bre; A Mun S (E) F Hel-Kie(failed, NSO).

Italy: A Pie-Spa; F Spa(sc)-Por; F Wes S F Por-Mid; A Mar S A Par-Gas; F Lyo C A Pie-Spa.

The Catholic Alliance took advantage of the intermingled pieces through malicious supports. If France had attacked Gas, cutting support for F Mid Bre, Austrian A Gas retreats to Paris because of Italy's support for the French attack! At the same time, if F Eng bounces Bre and F Por cuts Mid's possible support, Italy's F Wes S F Por-Mid gains Portugal for Italy as an unsupported attack (F Spa(sc)-Por), and retreats Austrian F Mid-Iri for a spring attack on French Lpl. If France makes it's "best move" to defend Bre and secure a build, it loses both Par and Por. As a result, rather than being able to build a piece in a vacant center, it will actually lose one.

This would not have been possible without malicious supports. If all of the pieces in the theater were Italian, the retreat to Paris would not be possible, and neither would the support of F Por-Mid or the retreat of F Mid to Iri. Similar positions exist in the East, where Italy's two armies and a fleet cooperated carefully with Austrian forces against first Turkey and later Russia (the game's not over yet...<grin>). Italy at one point "owned" both Budapest and Serbia for a

period of two years, trading those centers back to Austria as it conquered Turkey.

This is not exactly a "fair" example: the Austro-Italian alliance has a very strong hand to play in this game, and there isn't too much that France can do about the tactical situation. Nevertheless, it exhibits the malicious support at its nastiest, when it can turn a strong French defensive move into a surprisingly weak one. The malicious support may, however, be very useful in the "standard" Russia-Turkey alliance, where Russia attempts to move his F Sev out into the Aegean Sea in F 1902. A Russian fleet as a spearhead into the Ionian can be the recipient of malicious support from second line Turkish fleets, allowing "offensive" retreats into Tyn, Apu, Adr, Alb, or possibly even an Italian controlled supply center. Malicious support may also be a dastardly option in traditional F-G and F-G-R anti English alliances. When the filthy Sassenach attack to cut your support for something nasty, have your ally support the English in and retreat to Yorkshire or Wales! Surely the opportunity of pulling off a really neat trick like that is

worth the risk of having two or three allied units sitting near your home supply centers...

FOOTNOTE: Ironically, the French player did nothing we expected. His moves were F Por H, F Eng-Nth (!), F Lon S F Eng-Nth, A Bur-Par, A Ruh-Bur, F Hol S F Eng-Nth. While France lost Bre and didn't (couldn't) build, it retained the possibility of finishing off England and staying alive by cannibalizing German and Russian centers. The new provisional government, which requested a one week delay in orders for diplomatic reasons, apparently executed the entire Foreign Ministry. The French player failed to even attempt to break up the Austro Italian alliance, and also did not communicate with his former allies in Germany and Russia. Lack of coordination between these allies resulted in the loss of Sev, Mos, Mun, and Bre to the Austrians. The Catholic Alliance in Spring 1906 controlled 21 centers (12 Austrian, 9 Italian).

*Tim Hoyt, a new comer to Diplomacy World, usually conducts his stabbing in the Compuserve Diplomacy forum.*

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## Kautilya's "Arthashastra": Indian Lessons for Dip Players

by Tim Hoyt

(With a little luck, this will be the first of a number of articles using ancient and contemporary experts to illuminate Diplomacy).

According to reports in the 1970s, then-National Security Advisor (and later Secretary of State) Henry Kissinger's favorite game was Diplomacy, which he loved to play to a stalemate using balance of power strategies and one of the Central European powers. This story may be apocryphal, but it is sometimes nice to think that "great men" might be as interested in this hobby as we mere mortals<grin>. It seems clear that this game does offer some interesting, and occasionally dangerous, lessons on the conduct of international relations and the art of policymaking.

The "world" of Diplomacy is, of course, surreal. The rulers of Turkey would have cheerfully surrendered their entire families to be blest with the incredible power given to them on the Dip board. Italy's power, believe it or not, is also overstated, while that of Germany is almost pitifully weak in comparison to reality. Many of the neutrals, particularly those pleasant plums in Scandinavia and Iberia which are so rapidly devoured by the "enlightened" democracies of England and France, were not engaged in European warfare from 1815-1939. The limitations imposed by democratic governments on the conduct of foreign policy are not and, in all probability, cannot be simulated in a game with only a dozen pages of rules. In short, the game doesn't even begin to simulate historical reality, although the map is pretty close to what Europe actually looked like in 1914 (not 1901).

Okay, so I'm being picky. The point is that Diplomacy

USES the relatively familiar setting of early 20th century Europe to permit practices of diplomacy and strategy which in many states had not existed for centuries. The game is marked by an absence of norms, codes of conduct, binding contracts or treaties, "international law", or even conventions governing behavior and relations between players. States in Diplomacy are "perfect states": one individual (that would be you, the player) determines national policy irrespective of the wishes or objectives of anybody else. That's one of the things that makes the game fun. In the real world, that condition still exists in some places: Stalin's Soviet Union, Saddam's Iraq, Hitler's...well, you know what I mean. Usually those governments are pretty unpleasant, arrogant, and aggressive. Just like we Dip players, in fact.

The point here is that some writers and theorists, both ancient and modern, describe conditions and approaches to international relations and policymaking that are easily applied to Diplomacy. While the bulk of the literature available to the average reader is Western, because it was, after all, the dead white European male who invented power politics in all of its manifestations <grin>, there were a lot of dead Asian males (actually, a lot of dead males everywhere) who made prescriptions for policy quite similar to the more well-known Kissinger and Machiavelli (although I cringe to put those two in the same sentence).

Kautilya's "Arthashastra" is a Sanskrit text from India, variously dated between 321 B.C. and 500 A.D. It is a treatise on government, obviously intended for the education of a prince. The basic concept of the book is the MANDALA, or circle of states. Kautilya advises his prince that he should view his neighbors as potential foes, and his neighbors' neighbors as potential allies. The circle of states around one's own are presumed hostile, while the circle around them is friendly. This is all well and good, until you take over a neighbor and have to re-evaluate.

The author argues that there are six different political conditions. These are: 1) peace (agreement with pledges); 2) war (offensive operations); 3) indifference (neutrality); 4) marching (making preparations for war); 5) alliance (seeking the protection of another); 6) the double policy (waging war with one state while making peace with another). This is a good description of possible conditions in any Diplomacy game: since the whole game is about conquest, peace can only be defined as maintaining existing pledges and cooperating, rather than some idealistic state of global non-combat. Peace, in Diplomacy, is usually only part of national policy: it is accompanied by either indifference, marching, alliance, or the double policy. Anyone who makes agreements with everyone and keeps them is probably practicing indifference, and is also not long for the game.

Kautilya stresses that inferior states should immediately make peace with their attackers, while those who are superior in strength should wage war. This is almost the reverse of policy in the West today, where war is usually viewed as a failure of policy and is actively avoided. For Dip players, it is sound advice, but difficult to carry out. After being walloped by a superior power, how many of us succumb to the temptation to "die gloriously" and feed our centers to anyone else but our attacker? It is difficult to negotiate from a position of great weakness: at best, one can hope to become a puppet, which can be discouraging, humiliating, and downright annoying. Besides, aren't these two contradictory? If one should negotiate when weak and attack when strong, how is the weak player going to get the strong one to let him live?

The answer, of course, is alliance, which is the soul of the Dip game. Academics speak of "bandwagoning" and "balancing": to bandwagon is to ally with the biggest power and hope that your share of the spoils is better than the results of fighting, while balancing is joining in alliance against the largest power. European history has relatively few instances of bandwagoning since the 17th century. Asian history, however, seems to indicate that bandwagoning was frequently preferred to balancing. The Diplomacy game reflects European history: since the objective is to control half of Europe, smart players almost never bandwagon (unless they're REALLY weak or they have an exceptional and vicious stab planned).

Kautilya states that alliance policy should be simple: ally

with a king stronger than your neighboring enemy. If no one fits that description, then ingratiate yourself to your enemy and try to keep out of his way. Sound advice. The best policy, from Kautilya's perspective, is to be at peace with some of your neighbors while at war with others. This allows you to reap the gains of your war, but deny equal gains to your peaceful neighbor. This is difficult to pull off in Dip: there aren't THAT many neighbors who will stay at peace with you even if you're nice, and you usually need their help against your other neighbors. For Dip purposes, allying with one neighbor against another, but raking in the bulk of the profits, is probably the closest to Kautilya's advice that one can get.

This can also be interpreted, however, as carrying out only one war at a time, obviously an advantage in Dip. Simultaneous wars against multiple opponents saps your strength and rapidly leads to defeat (the lamentable case with Austria early in many Dip games). Kautilya stresses the advantage of having a powerful friend or ally in your rear: this allows you to engage fully against enemies in front of you. If you have no such ally, he recommends making peace on one front, and engaging with all your force on the other. Germany, Italy, and Austria often have to make decisions based on this calculation early in the game. The Wicked Witches may work with a neighbor and then turn on them abruptly once secure.

When allying, Kautilya urges that two weaker allies are superior to one ally of equal strength. His argument rests on division of spoils: weaker allies are easier to rip off than an equal partner. In Dip, however, it is often difficult to orchestrate multiple alliances, and weak states may be unwilling to expose their home centers to your forces or to support you at all. It is in this case that the bandwagon/balance option becomes particularly important: a good Diplomat can convince others to help him win in order to get "survives", or to wreak vengeance on another player who wronged them, or for any number of apparently logical reasons. The point is: get them on your side and use them until you win! Kautilya would agree, even though the society he lived in never had a hegemonic power.

On war, Kautilya counseled the importance of timing. "...when one's resources are sufficient, one should march, since the troubles of an enemy cannot be properly recognised; or whenever one finds it possible to reduce or destroy an enemy by marching against him, then one may undertake a march." (When Kautilya uses the term "march", he means prepare for war). Timing is critical, and much of Kautilya's description concerns the monsoon season. This is irrelevant to Dip. On the other hand, timing matters when one stabs, or initiates a war. Good tacticians make sure they have forces in place; good strategists make sure they will make solid gains in the first couple of turns; good diplomats make sure they have allies, or are assured of peace on other fronts. The most important aspect of attacking is "sufficiency": will your attack work, or will it bog down and



tie up your troops to no good purpose?

"Arthashastra" contains ten books on strategy and war. It is notable, and particularly applicable to Diplomacy, for its assumption that all states live in a condition of perpetual war or preparation for war. Ultimately, Kautilya counsels several means of "conquering the world". The first is a slow progression: use allies in your enemies' rear to help conquer them, and then find new allies to help against your old allies. The second is to position yourself to eliminate both sides of an existing war before they can disengage. The third is to engage a powerful opponent early and crush him,

and then use this "doubling of your power" to engage other foes. Each of these opportunities exists at various times in a Dip game, particularly in the form of a potential stab. One gets the feeling from reading Kautilya that he'd have been a nasty, vicious, brutal stabber: not one for the balance of power, unless he was losing, and certainly not to be trusted as an ally the moment your immediate usefulness was over. In short, he sounds like, well, a lot of Dip players.

*Tom Hoyt does not think he is the reincarnation of an ancient Indian Yogi...at least I think he doesn't think that.*

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## The Little Guy

by David Partridge

Most of the articles you've read on strategy in Diplomacy have probably been involved with how to manipulate your fellow diplomats into falling over themselves while you craftily maneuver your way to 18 centers and the solo win. Certainly that is the primary goal of most diplomacy players, and a good thing to have in mind when starting out the game, but I'd like to discuss a situation which seems to arise far more frequently than the dilemma of deciding just how much crowing about your victory you can indulge in without being too gauche. It's 1906 and you have only three or four centers while a steamroller is rapidly approaching you, what do you do now?

First and foremost, don't write the game off! Comebacks by two center powers may be rare, but they do happen, and always remember that many games end in a draw, and you only need one center to be a part of a draw! But the end of the game is a long time down the road, how do you survive the problems facing you now? Your neighbors (the cowardly ones hiding behind you!) may tell you that you have a obligation to put up your best defense and slow the steamroller, and certainly there is nothing wrong with making a heroic last stand, it beats going out with a whimper. But, as General Patton said, you don't win wars by dying for your country, you win wars by making some other guy die for his country! Until you've lost your last dot, or someone has made it to a solo win, you are always still in the running. Any power that still has centers, even if its only one, can veto a draw, so you can never be counted out. If you can't find an ally willing to help you hang on and fight it out, try to find someone who'll keep you alive rather than see your centers go to his enemy. Remember the old maxim, my enemy's enemy is my friend.

A few years ago at a local Con, I had the folly of counting out a small player made excruciatingly clear to me. We were well into the mid game, and after a few false starts, I, as Germany, had formed a strong alliance with France. We had finished off the perfidious English and were sweeping

forward on our respective fronts, heading for a rendezvous in the southeast corner of the board. By the time Italy and Russia had patched up their differences and finally finished off Austria, it was obvious that we had crossed the stalemate lines and barring silly mistakes on our part, they could not hold a defensive line. For several turns, they tried to slow out advance as best they could and campaigned hard to break up the F/G and get one of us to stab the other, but all to no avail.

Then, as French units were landing on the Italian boot, the Italian strategy took a sudden dramatic turn. Forsaking his homeland, he left two units to slow the French down, and sent the rest, including those forming part of the line against Germany, in an onslaught against the Russian. The Russian collapse was predictably sudden and total. It seemed that Italy had just decided that his position was hopeless and he was going to at least work out a few old grudges with Russia before he went. I was sitting fat and happy, and took full advantage of the moment to seize as many Russian centers as I could get, and then Italy lowered the boom with a new offensive. Not on the board, where I could have easily handled anything he tried, but on the diplomatic front. He pointed out to France that I had surged to within a few centers of the win and not only was it within his power to give me the win, but the only way to prevent my taking it was for France to immediately start cooperating with Italy on the defense. Suddenly, the F/G alliance was under an intolerable strain. In order to preserve the alliance, I would have had to ensure the growth of France while making no further gains myself and do this in the face of an Italy who had made it known he would throw his centers to me rather than lose to a two way draw. Any plan to keep the F/G alive would have required extremely careful maneuvering and a lot of trust on France's part. France knew that if he continued the attack on Italy he couldn't prevent Italy from throwing the win to me, and trusting me not to take it if offered was for some reason not a route he wished to take. That only left a few turns to find out if I could get the solo

win, and when the I/F defense proved strong enough, the game ended in a three way draw.

The point here is not that you should always attack your ally when things look bleak, but that Italy did not let a tactically poor situation discourage him. Since he couldn't preserve his position by force of arms, he looked to see what needed to happen on the diplomatic front to ensure his survival. By attacking Russia, he realigned the board so that France could expect greater benefits from keeping Italy alive than from continuing the alliance with Germany. His position had not improved tactically, in fact, it had worsened, but he had introduced sufficient tension to make a tactically feasible result diplomatically impossible.

The thing to remember is that when faced with annihilation from a larger power, there are more options than simply resisting to the last man. If there is no other power willing or able to give you sufficient support to hold on, consider joining forces with your attacker! There is a lot of incentive for a large power to keep a smaller power alive if that power will work against the other remaining powers. Rather

than facing a delay of several years as it fights through the small power's defenses, the larger power's front line has suddenly jumped forward several provinces, and his units, through the proxy of his protectorate are already engaged with the next opponent. As the proxy makes gains, the master power will take its rearward centers, gaining centers perhaps more quickly than it would have by simply wiping out the proxy. If all you achieve as the small power in such an arrangement is to help the larger power to a victory, then perhaps a valiant last stand would have brought more honor and been more satisfactory, but many times you can use the changes in the power balance that you have created to your own ends. Perhaps your new protector had a partner who, now that he sees his ally suddenly surging ahead, will consider a stab? Maybe your move will finally convince the rest of the players to stop their silly squabbling and band together. Whatever happens, you are still alive and still affecting what happens on the board and that means you aren't out of the running yet.

*David Partridge, a skilled Diplomat, also co-wrote the Randy Newman hit Short People. And his uncle was a Munchkin. His cousin is a Gnome.*

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## Japan - The Land of Opportunity

### A Look at Opening Strategies for Colonial Diplomacy

by Mike Oliveri

There are many ways to play Diplomacy and it's new variant Colonial Diplomacy. Heavy tactics, heavy strategy, heavy dipping and any combination of the three. But, if you find that your game tends to go towards Heavy Strategy, have I got a country for you!

Each country in Colonial Diplomacy starts with very different positions, and, therefore, very different immediate concerns. They are not all the same size. They do not have the same opportunity for growth. Many are immediately thrust into a hot bed of controversy. But unlike any of the other nations, Japan can actually think about what its game plan is going to be. Japan starts with 4 centers with nothing but beautiful water all around. No one can get to her without a concerted effort, and every attempt to do so is telegraphed well in advance. So sit back. Put up your feet up. Relax. You've got time to think about what you want to do. And as the world becomes smaller with each passing turn, you have time to change your mind.

An overstatement for sure, but not far from the truth. Japan starts as a middle power with 3 fleets and 1 army. Three countries have more units than her. Three have fewer. But she doesn't have to worry about the entire board, as Britain and Russia do. And she is not land locked, as China is, so the extra unit can be used any way that she chooses. As

Japan, your main decision is going to be do you get involved in the battle for Seoul and Fusan, or do you send your fleets south to get the lion's share of open centers in Formosa, Manila, Cebu, and Davao. It is not an easy decision. You will more than likely want to do both. So let's look at each option individually. Then we can mix and match, and hopefully come up with a strong opening.

#### The Philippine Opening

"I've talked to everyone. Russia and China are going to be at each others throats. Holland is worried about Britain, and France doesn't have a clue. It's everything I could have hoped for!" If you ever start the 1870 turn with these thoughts, this opening could give you a giant step on all the other players. The key, of course, is Russia and China. If they are going to be fighting to the death, you can swoop south and pick up two centers before anyone knows what is going on. I want to call this a "closed door" opening, because your views towards Russia and China are at best neutral, and your initial involvement will be totally nil.

1870 - F Ota-Os; F Kyu-Ecs; F Tok-Up; A Kyo-Kyu  
1872 - F Os-Sak; F Esc C A Kyu-For; A Kyu-For;  
F Up-Mp



Sak may be red on the map, but it belongs to Japan. No matter what opening you choose, something has to go to Os in 1870 and Sak in 1872. If you find that For is being challenged, try to talk your way through taking it without a support. (This is diplomacy, after all.) But if you can not take the chance, support the convoy from Up. The important thing is to get the two builds. Your second goal is to slip as far as you can into the Pacific spaces. Build? Two fleets, Kyu and Kyo.

1874 - F Mp C A For-Cebu; A For-Cebu; F Ecs-For;  
F Kyu-Ecs; F Kyo-Up; F Sak-Os

At first glance, you may think I am being whimsical with my suggested moves for 1874, but I am not. Again, I believe that a strategy has to be backed up by diplomacy, and that the strategy has to be flexible enough to adjust to the tone of the diplomacy taking place. For the above moves to work, you need a good relationship with Britain. Only Britain can get to Formosa and Cebu as quickly as you, and then only if Hong Kong is abandoned. If you want Cebu badly enough, you should be able to get it even with a naked convoy.

From this position, you have an excellent chance to take Mna from Mp for two more builds. If you have been lucky enough to not be pulled into the affairs of the mainland, now is the time to open your eyes. You have ignored Russia and China long enough, and you can not afford to let either of them get the upper hand. Pick one and use the other. And never give up your base in the Philippines.

### The Open Door Opening

"I've talked to everyone. Russia and China are going to be at each others throats. ..." Isn't strategizing wonderful! Everything is the same, it's just that this time around you have this unquenchable desire to convoy, convoy, convoy. Well if that is what you want, let's get to it. Whether you are going to be pro-Chinese or pro-Russian, the opening is the same, and that is the beauty of it. You won't be committed one way or the other until 1874.

1870 - F Ota-Soj; F Kyu-Ys; F Tok-Os; A Kyo H

The F Tok-Os is mandatory, as is A Kyo H. If Ota moves to Soj, something has to move to Os. Don't forget, Sak is yours. Don't miss the only sure build you have. By moving Kyo to Aki, you open only one additional option (F Os C A Aki-Sak, followed by F Os C A Sak-Vla). Although this would probably be fun to play, I think it limits your ability to play the Chinese and the Russians for the best offer, and they will offer.

1872 - F Ys C A Kyo-Fus; F Soj S A Kyo-Fus; A Kyo-Fus;  
F Os-Sak

At this point, you have gained two centers, and have not moved in anyway against Russia or China. During those two

turns, your diplomacy should have generated a number of options. Now you can pick the best one and build accordingly. If you choose to play the pro-Russian variant, you will want to convoy into mainland China, either Sha or Nan. If you choose the pro-Chinese variant, you will want to convoy into Vla and Seo. In fact, the question of Seo possession can be address in 1872. I used A Kyo-Fus only because neither Russia nor China should protest your desire to occupy it. But you may be able to get both of them to concede Seo to you in 1872 in return for your support against the other. Remember, right now they both need you. So use it and them to your best advantage.

Unlike the Philippine Opening, where you ignored everything else until 1878, with either Open Door option, you will have to address the south with your builds. Because of this, you may decide to build fleets in 1872 and postpone the army builds until 1876. You have already given up Cebu to either Holland or Britain, and a single fleet may have trouble taking Formosa. So building a second fleet in 1872 can not be ignored. But remember that you have committed to a mainland game. Get Formosa, build a defensive line, and then press your advantage by getting as many armies as you can onto the mainland.

Attacking China will give you more growth opportunities, but attacking Russia may be easier to pull off. If you were able to take Seo instead of Fus, then moving to Fus may buy you more time to make a decision. Stall if you must, but don't be surprised if you begin to be pressured by your want to be allies to get off the fence. In any case, it's still your choice. Go for the gold!

### The Open Door Philippine Opening

What is that saying? "Compromise is the spice of life." What ever it is, that is the basis of this opening. "Jeez, I really want Fus, and For, and Sak. And I can't ignore two of the major powers of the game from turn one. And I can't pretend that everyone and his cousin isn't racing for the Philippines. Gawd! What can I do?"

If you can't choose between one of the two openings described above, don't. Heck, your Japan. You really can have it all. Well, at least you can try for it. I have only seen two games of Colonial Diplomacy played, and in both cases Japan has opened with three builds. Now I acknowledge that two games is not a great sample, but it does show that it can be done. And I wouldn't be surprised to find that the only time it fails is when Russia and China decide to work together instead of against each other. That will happen once in a while, but more often than not, they will be at each others throat. The challenge is not can Japan get three builds. The challenge is can your diplomacy keep R/C from forming.

1870 - F Ota-Soj; F Tok-Os; F Kyu-Up; A Kyo-Aki

1872 - F Soj C A Aki-Fus; A Aki-Fus; F Os-Sak; F Up-For

Moving the fleet to Up or Ecs is up to you. I prefer Up only so the option can be investigated of bypassing For and moving instead to Mp. Getting to Cebu first is very important, and you may decide that the delayed build is worth the prize. One thing that every country has to look at in this game is the value of racing to the furthest center and then back filling the bypassed centers in the next few turns. In Diplomacy, the open centers are fewer and closer to one or another of the playing countries. So, this option just isn't available. In fact, if it were attempted, the stranded and unsupported unit would almost always be forced to retreat in the very next cycle of turns. In Colonial Diplomacy, the opposite seems to be true. Because of the number of open centers and their distance from other playing countries, a single unit can take and hold a distant center beyond the first two cycles of turns. This then becomes an important issue of your strategy. Can you stretch your lines or must you play closer to the breast?

The A Kyo-Aki should be considered mandatory. By moving to Aki, you are adding options for 1872. The threat of F Os C A Aki-Vla with support from Soj, is very real. It is important that Ys is not entered by Russia. Also, you will want assurances that you will be allowed to enter Fus. If friendly negotiations can not bring you to these agreements, then the threat of the other may soften a staunch Russian stance.

So there you have it. Three different openings with options galore even after you have chosen one of them. What more could the strategist in all of us ask for? OK, time to get off your duff and put your plan into action!

*Mike Oliveri is a new contributor to Diplomacy World. He's also a card shark.*

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## CDD Lab Notes

by Tom Pasko

**Disease:** Colonial Diplomatic Developmentitis.

**TestSubject:** Name withheld. Shall be referred to as TestCase #1.

An epidemic is hitting the gamers of the world. Its name is *Colonial Diplomatic Developmentitis*. This disease is affecting Diplomacy players around the globe. There is currently no cure and all we can do is help you with the symptoms. By studying various TestCases of the disease we will be able to offer you hope. Hope for better gaming, Hope for new challenges and Hope for new frontiers to explore. This column will supply tid-bits of Colonial Diplomacy information in respect to the rest of the gaming world. The content will vary, as each TestCase will be a random variable to the entire equation.

The game Colonial Diplomacy is gaining steam as it rolls through the *Diplomacy HOBBY World*. Most of the people who I have talked to like the idea and suggest that a new set of challenges are great for the hobby. The real test for this game will be at AvalonCon 95. It is also the site of DipCon XXVIII. This is where the first Colonial Diplomacy Tournament in the USA will be run. At the pre-registration deadline, the number of people who signed up for Colonial Diplomacy was more than half of the number that signed up for Diplomacy. It looks like there will be a great showing, and we will get to see how the many Diplomacy players are able to adjust their thinking to a new set of challenges.

To give you an idea on what Colonial Diplomacy is, take a map with India as its center, add 125 provinces, add 58 supply centers, add some coastlines, add a few bridges, add a canal, add a railroad and finally add the game mechanics of Diplomacy. The diplomatic manipulation is even greater, especially on the first turn. If you get a chance, try a game.

If you happen to catch the *BUG*, don't worry. Read this section every month and we will help you through this trying period.

That's all we have to report on this TestCase. It seems that we caught this fellow during the final stages of CDD and we really didn't have enough time to help the poor fellow. TestCase #2, looks to be very interesting. He is showing very strong symptoms of the Russian Railroad Blues. We will try to ease his suffering and hopefully by sharing the knowledge with you, you will be able to avoid the pitfalls that he encountered.

These notes are from current studies being conducted at the Institute for Higher Diplomatic Involvement. All actual names will be changed and any names used in these notes are not names of actual people. Any similarity is by coincidence and should not be considered slanderous or libel. For more information on CDD, please subscribe to the CDD-Medical Journal.

*Tom Pasko publishes CDD Medical Journal, a zine focusing on Colonial Dip.*



# LATIN WARS

A Diplomacy Variant by Stephen Agar

## Introduction

This is a scenario which I have considered designing a variant around for some time. In this variant I was seeking to keep rule changes to a minimum, as I have come to the conclusion that those variants which work best are often those which do not bombard the players with lots of new concepts and detail. Having said that, I am not sure I have accomplished it! The idea of this game is that it is in essence a map change historical variant, but that the Settling and Sacking rules introduce new tactical considerations which have some echoes in the way the different Italian states did expand - Rome's eventual dominance in Italy was at least partly as a result of its settlement policy. Although there are no neutral centres in this game, too many Settlements could make the board rather crowded, hence the Sacking rules. The multiple units produced by Sacking, the adoption of the Key Rule, and the flexible convoy rules help mitigate the inevitable stalemate lines which exist across a board based on a peninsula. All in all I would expect this to be a very bloody variant, especially if the Bribery rules are used. This could even be quite fun FtF, provided you had a GM.

0. The regular rules of Diplomacy apply save where noted below.

### 1. Initial Placement

This is a variant for six players.

#### The Players

Rome	A(Rome), F(Ostia), A(Circeii).
Samnia	A(Abellium), F(Larinum), A(Histonium).
Umbria	A(Carsulae), F(Ariminum), A(Iguvium).
Etruria	A(Tarquinius), F(Populonia), A(Telamon).
Apulia	A(Arpi), F(Hedonae), A(Canusium).
Greeks	A(Taras), F(Sybaris), A(Pyxus).

#### The Non-Italians

Gauls	A(Liguria); A(Venetia)
Carthaginians	F(Lilybaeum); F(Panormus)
Syracusans	F (Syracuse)

### 2. Settlements and Sackings

In addition to the normal moves permitted under the Diplomacy rules (moves, supports, convoys) there are an additional two activities that a unit can carry out - Settling and Sacking.

#### Settlements:

(a) Each Power may order one unit per game year in a space outside the home boundaries of its Power to "settle" in that space. The result of this move is that the space in question

becomes a Settlement which is in effect a new home supply centre owned by the Power concerned. If a unit is attacked in the move in which it is ordered to settle then no settlement is built, whether the attack was successful or not. If a settlement is occupied by another Power at the end of an autumn season control of the Settlement does pass, but the Settlement can only be regarded as a home centre for the Power which originally established it.

(b) Exceptionally, in the first game year, a Power may order two units to Settle, in order to speed up the start of the game.

(c) Settlements do not count towards the victory criteria. A Power may also Settle a space which was previously one of its original home centres, if that centre has been sacked, in which case the original home centre is re-established and that centre does not count as a Settlement.

#### Sacking:

(d) At any time an army which is occupying any supply centre (original or Settlement, but not one of its own home centres) may be ordered to "Sack" it. This results in the destruction of the centre and the particular unit which carried out the sacking becomes a 2A for the rest of the game. A 2A which sacks another centre would become a 3A etc. A Sacking will not take place if the unit ordered to Sack the centre is dislodged that move, but will be effective if the unit stays in place, whether it was attacked that move or not.

(e) Note multiple armies may not split their moves or supports and a single attack on a multiple unit will cut all supports given by that unit. If a multiple unit is destroyed, it is gone for good. Single fleets may convoy multiple armies.

### 3. The Non-Italians.

(a) The Gauls, Carthaginians and Syracusans begin the game with five units on the board. These units are controlled by the democratic vote of the other six players. Votes should be submitted with moves, and moves may not be conditional on the outcome of votes (non-Italians are potentially very treacherous). Each move each Power has as many votes as he controls supply centres which he can use to influence one or more of the Non-Italian units (E.g. a Roman player could bid 3 votes for A(Liguria)-Pisae, or one vote each for F(Lilybaeum)-Ionium, F(Panormus)-Ionium and F(Syracuse)-Ionium). Most votes wins, no vote = stands. In the event of a tie all votes in the tie are disregarded and the unit follows any valid third choice, if there is one etc.. Who voted for what is never revealed by the GM, though the number of votes for each move will be published.

(b) Gauls, Carthaginians and Syracusans are subject, within their three nationalities, to the rule prohibiting self-dislodgement. They always retreat if possible (if no valid

retreat is ordered, the GM retreats them randomly to (1) vacant supply centres, (2) other spaces). They also always build if they can (if no valid build order is given then they build in accordance and in the order of their starting positions).

(c) Non-Italians may not Settle, but they may Sack. Any Non-Italian army occupying a centre on mainland Italy will, unless validly ordered to move or support instead, Sack it!

#### 4. The Key Rule

Any unit which attempts to move but fails to do so will be dislodged by an unsupported attack by another Power.

#### 5. Sea Spaces

(a) Unlike regular Diplomacy, no conflict happens in Sea Spaces and any number of fleets from any number of Powers may co-exist in a sea space, they do not interfere with each other directly.. Thus an attempt by a fleet to move to a Sea Space can never fail (though an attempt to move from a Sea Space to a coastal space obviously may) and support offered from a Sea Space into an adjacent coastal space may never be cut. All conflict involving fleets with regard to coastal spaces are adjudicated as normal. Convoys are as in regular Diplomacy, but note that because no conflict happens at sea, no convoying fleet can ever be dislodged.

(b) An unsupported Fleet is prohibited from moving from a Sea Space into a vacant enemy (or Non-Italian) home supply centre. This prevents the fleet stab in the back - but note the rule does not apply to convoys.

#### 6. Building

Powers may build in occupied home centres (or Settlements) and thus create a multiple unit. However, mixed multiple units are not allowed (A/F) and the merging and splitting of multiple units is not permitted, so this privilege should be used with caution. Once a multiple unit, always a multiple unit.

#### 7. Optional Bribery and Corruption Rules

(a) Once every game year after the first game year, each Power may attempt to bribe their way into a supply centre controlled by another Power (including Settlements, but not including the original home centres of another Power). The Power doing the bribing nominates the Supply Centre to be targeted. The GM then generates a random number between 1 and 6 (good old fashioned dice) and consults the following table.

- 1 - Bribery unsuccessful and the identity and target of the bribery is published in the game report.
- 2 - Bribery unsuccessful and the target of the bribery is published, but not the identity of the briber.
- 3 - Bribery unsuccessful - nothing reported.
- 4 - Bribery successful - Supply Centre declares itself neutral and any occupying unit must retreat. Identity of Briber not published.
- 5 - Bribery successful - Supply Centre changes allegiance to

that of the Briber immediately, any occupying unit not belonging to the Briber must retreat. The Briber can count the SC for adjustments purposes.

6 - Bribery successful - Supply Centre changes allegiance to that of the Briber, any occupying unit not belonging to the Briber must retreat and the Briber automatically builds an Army in the SC immediately thereafter (though the victim does not have to remove a corresponding unit until the following adjustments).

(b) The results of an attempt at Bribery are determined after movement and retreats, but before adjustments. If more than one player attempts to Bribe the same centre, then all attempts to Bribe that centre fail and are not reported.

(c) A Supply Centre cannot be susceptible to bribery if it is occupied by a multiple unit belonging to a Power other than the Briber.

#### 8. Optional Seventh Player Rules

(a) Rule 3 above is deleted. A seventh player can command the Carthaginians and the Gauls, which shall count as two separate Powers in all respects apart from victory criteria. Victory criteria 9(b) does not apply. Rule 5(b) does not apply to Carthaginians!

(b) The Syracusans are changed into a 2A unit which garrisons Syracuse and which stands until dislodged (when it disbands).

#### 9. Victory Criteria and Calendar

(a) There are 23 original supply centres on the board and the winner is the first player to control a majority of them still on the board (the number of original Supply Centres may decrease due to Sacking by the Non-Italians).

(b) If the Non-Italians ever control a majority of the original Italian home centres still on the board then Italy is overrun and everyone loses!

(c) The game begins in Spring 350BC and proceeds on a two season game year as in regular Diplomacy.

#### Designer's Note

Well, the Settlement rules mean that the Powers can, to some extent, design their own board. Although Settlements add to military strength, they do not by themselves get a Power any nearer the victory criteria and every Settlement built will become a target in itself for the other Powers.. The Non-Italian Powers are spoilers, which can be used quite effectively by Powers voting together. I suspect that this game will play very quickly and I would expect the first elimination no latter than Autumn 347BC (after eight moves). Ah well, another one for the archives!

*Stephen Agar is the Variant Editor for Diplomacy World.*

# LATIN WARS

by Stephen Agar



# DELUGE II

A Diplomacy Variant by Tim Sharrock and Stephen Agar

This is my last ditch attempt to put in circulation a revised set of rules for Deluge which I believe improve the game over and above the original rules published originally in He's Dead Jim No.17. Many of the changes included here were discussed with Tim Sharrock back in 1979, others stem from comments made by Denis Jones in Surfa Rosa 5, and yet others are refinements of my own. Abstract A/F rules are available on request in return for a SAE.

0. Regular Diplomacy rules apply except when they don't.

1. The game begins in Winter 1900 which is played as a separate season.. Players may decide which type of unit to build in their home centres in readiness for Spring 1901. Russia may build F(StP)nc if it wishes.

2. Any army in a coastal province may, instead of being ordered to move or support, be ordered to turn into a fleet. Such a transformation will be successful provided the unit is not dislodged that move.

3. Rising sea levels result in the gradual submergence of provinces according to Table 1 below. Submergences occur every year after any adjustments in Winter. Once submerged, a s.c. is effectively destroyed and may not be used for the following Winter's adjustments.

## Table 1 - Submergences

W 1901: Lon, Hol, Bel, Gas, Ven, Lvn.

W 1902: Yor, Pic, Apu, Rum, Sev, Fin, Syr, Den, Lpl.

W 1903: Arm, Bre, StP, Par, Tus, Nap, Bud, Kie.

W 1904: Ber, Mos, Mar, Por, Rom, Vie, Bul, Gre, Pru, Ruh, Gal, Ukr, Con W 1905: Wal, Cly, Swe, Tri, Alb, War, Ice

W 1906: Edi, Spa, Tun, Ser, Smy, Sil, Boh.

W 1907: Nwy, Mun, Pie, Tyr, NAF, Bur, Ank.

4. Armies in provinces which submerge are drowned!

5. New supply centres are formed in the course of the game, after all Winter retreats and adjustments, according to Table 2.

## Table 2 - New Supply Centres

W 1902: Wal, Ruh, Tyr.

W 1903: Ukr, Ice

W 1904: Pie.

W 1905: Boh, Sil.

W 1906: Swi

W 1907: NAF

When a new s.c. is created it immediately comes under the control of (1) any unit occupying that province, (2) the last country to have a unit in that province (spring or autumn), (3) the country within whose boundary the new s.c. lies or (4) if none of the above it is neutral.

6. Iceland is a valid space in this variant and it becomes passable after W 1901. The province of Switzerland becomes passable after W 1904.

7. Players may build units in any vacant supply centre which they control.

8. All Abstraction A/F convoy rules apply.

9. The winner is the survivor (if any) after W 1908.

## Comments

The main changes are (1) variable Winter 1901 placements; (2) addition of Iceland as a space and centre; (3) Con sinks a move earlier than in Deluge I; (4) confirmation that armies in sinking spaces drown, but flexible rules to allow the conversion of armies to fleets (but not vice versa); (5) builds can be taken in any vacant owned centre.

*When he isn't designing variants, Stephen Agar publishes the popular Dipzine Spring Offensive.*

# Designing Maps For Diplomacy Variants

by Stephen Agar

This article aims to distil what little I have learned on the subject of constructing variant maps for Diplomacy variants. Essentially I am talking about historical or fantasy variants which have the basic Diplomacy rules at the core, i.e. the army/fleet distinction with usual combat and movement rules - the group often referred to as map-change variants. I have also assumed that the game is to be run on the same sort of scale as regular Diplomacy, that is to say that at the beginning of the game each player will have 3-5 home centres.

A good scenario for a variant is one which allows you to use it for a number of Powers (say 5-9) with a reasonable geographic spread. Often the inspiration for a variant will come from a historical setting for which you may already have a basic map available. The first thing to do is to determine the identity and distribution of the Powers insofar as they are not already determined for you by the confines of history. Of course the only limits on the setting for a Diplomacy variant is the imagination of the designer, Diplomacy variants already exist which are set in . The principles remain the same. I do believe that the choice of scenario is important - most players will be far more enthusiastic about leading a Macedonian phalanx into Persia or recreating the Normandy landings than they will be in playing on abstract maps with abstract names.

To an extent any map bound by historical precedent will impose limitations on the geographical relationship of the players to each other. The key aim is to ensure that each power has at least three and preferably more directions in which to expand (although some may be easier than others). At the onset of the game there must be a choice of strategy open to the players. However, the number of home centres need not be the same for each Power. In Diplomacy Russia starts the game with 4 units rather than the usual 3, although if you are to maintain play balance (see below) any increase in strength should be tempered by geographical restrictions preventing the concentration of too much Power in one part of the board in the hands of one player.

## Neutral Supply Centres

Assuming that your variant is to follow the features of the regular game and have a number of unoccupied neutral supply centres, then the positioning of the neutral supply centres will have a significant effect on the conduct of the game in the early stages and will affect the likely routes for expansion that each Power may adopt at the start of the game.

I believe that it is better if every Power can have a guaranteed build in the first game year, assuming no tactical disasters. This is certainly true of Diplomacy where it is unusual for any Power not to have at least one build in

1901. Some Powers may have a good chance of a second build and even more may be occasionally possible.

I also think that it is better to group neutrals together to construct an area of the board which at least two and preferably more Powers can enter early on in the game to make some gains, and thereafter provides a fertile battleground. You will note that in regular Diplomacy all the neutral supply centres are concentrated in four areas of the board, namely, the Balkans, Scandinavia, the Low Countries and the Iberian peninsula. Tunis is the exception because of the need to provide Italy with a guaranteed build in the first game year. On the other hand if neutral supply centres are placed in isolated locations here and there, they either become easy targets for a single player or become the scene for stand-offs in the first game year. Good diplomacy is encouraged by encouraging situations where more than two players are involved in an area of the board and this is often best achieved in the early stages by grouping neutrals together.

How many neutral supply centres should you have? I would argue for a balance not dissimilar to regular Diplomacy which with 22 home centres has 12 neutrals (a ratio of 1:0.55). That means that roughly one-third of the centres on the board should be neutrals. Of course, this is not a hard and fast rule, but if you have too many neutrals the early stages of the game will last a long time, while if you have too few neutrals you will force players into a mid-game situation before they have had a chance to achieve some initial growth and build up trust in their allies.

## How to Avoid Overcrowding the Map

There are two quite separate aspects to play balance, the first is the balance inherent in the ratio of units and unit types to the size and geographical make up of the board and the second is the question of whether all players have a reasonable chance of winning. I would like to put aside the latter and concentrate on the former.

The ratio between occupied spaces and unoccupied spaces must be sufficient to allow for freedom of manoeuvre, but not so large as to make the game unduly long to play because all the units are so far away from each other. In this respect, I take the view that regular Diplomacy has the balance about right and suggest that we can formulate some guiding principles from an examination of what makes regular Diplomacy work.

Although some spaces are used more than others, the regular Diplomacy board has some 75 spaces to a maximum of 34 units, a ratio of 2.2 spaces to every unit. I would suggest that a designer developing a new map-change variant which does not incorporate either special movement rules or



multiple units would do well to ensure that for every unit on the board there is at least 2 spaces and not more than 2? spaces. Any less then the board becomes crowded, any more then the board becomes too large.

Can Diplomacy tell us anything else about designing a board? Of the 22 home supply centres, 6 are not in coastal spaces and thus can only be taken by an army. Thus fleets can capture 16 home centres and armies can take all 22 centres - a ratio of just over 1:1.38. At the beginning of the game the ratio of fleets to armies is 9:13 or 1:1.44. Well 1.38 is not that far from 1.44, so you can argue that if Allan Calhamer got it right there is something to be said for saying that the initial balance of fleets to armies should be in the same approximate region as the ability of those units to occupy the home supply centres on the board. You may think I'm wrong, but I put it to you as a suggestion.

Let me give you an example. Suppose a new big variant was developed with 29 home supply centres, 10 of which are inland. Using Diplomacy as a yardstick would suggest that another 16 neutral supply centres would be appropriate, with the board having around 100 spaces in total and initial home units in the region of 18 armies and 11 fleets. Of course, these are only guidelines, but they will produce a map with comparable unit and space densities to the regular game, assuming you are content to use those ratios.

The above is merely a theory and I merely put it forward as a guideline against which virgin variants can be compared.

### **Beware Stalemate Lines**

As we all know, a stalemate line is a series of occupied linked spaces on the board which can be defended successfully no matter how it is attacked by any combination of forces on the other side of the stalemate line and contains sufficient supply centres within it to support the armies and fleets needed to support it. Regular Diplomacy has a few stalemate lines, mainly running SE-NW through Switzerland.

A variant can be ruined if too many stalemate lines exist on the board for as soon as one player gets an upper hand, the other players can retreat behind stalemate lines and the game comes to an abrupt inglorious conclusion. Some variants avoid stalemate lines through the rule mechanics themselves, for example it is hard to imagine a stalemate line occurring in a game of Multiplicity, as the aggressor could simply use a multiple unit to break through.

The hallmark of a stalemate line is a series of linked spaces that have noticeably more spaces bordering the stalemate line on one side than they have on the other. This allows the line to be supported by more units than the opposing forces can bring to bear on the line from the other side. Hence, you should avoid long thin spaces which traverse several spaces on either side, such as Galicia or Munich as these usually provide the basis of stalemate lines.

Sea spaces are crucially important in the construction of a stalemate line as they are spaces which can only be attacked and supported by a particular type of unit (i.e. fleets). For example 3 fleets in NAO, MAO and Por can form an impassable barrier that can prevent any number of fleets emerging from the Mediterranean. In an ideal world such bottle necks as the straits of Gibraltar should be avoided. Particular problems will arise if any of the Powers in a game are landlocked, because they will never be able to build any fleets!

### **Play Balance**

By this I mean real play balance in the sense of making sure that all the players have a reasonable chance of success. Note that I think that only a reasonable chance of success is necessary, not that each player should have an equal chance of success. An equal chance of success can only be achieved with an abstract or semi-abstract symmetrical board (such as used in the 5 Italies variant by Mike Lea) which may not prove to be the most interesting setting for a game.

To an extent the only way to make a firm judgement of the play balance inherent in a variant map is to play a few games and see what happens. However, think that there is an elementary test that you can apply to any board to see if any Powers have a substantially greater chance of winning than the others.

Although I don't want to reduce variant design to basic mathematics I believe that something can be learnt from counting up exactly how far each Power has to travel to occupy the number of centres needed for victory, as this provides a good indication of the strength of the Power concerned.

If you apply this test to regular Diplomacy you get the following results:

#### **Distance to 18 Centres**

Russia = 2.33  
Germany = 2.50  
Austria = 2.86  
France = 2.82  
Italy = 3.00  
England = 4.00  
Turkey = 4.00

But of course, that is not the whole story, some Powers are far more vulnerable to attack and tend to be eliminated early on. One way of measuring the vulnerability of a Power is to count the number of supply centres within 3 spaces of that Power's home centres and then consider how many of those centres are enemy home centres, the more home centres nearby, the more vulnerable the Power will be to attack. For Diplomacy the results are as follows:

% of S.C.'s  $\leq 3$  spaces which are enemy home S.C.'s



England = 28.57%  
Turkey = 42.86%  
Russia = 45.83%  
Italy = 50.00%  
Germany = 52.17%  
France = 55.00%  
Austria = 63.16%

I am not saying that you can read too much into statistics like these, but I think that they do have some validity when examining the play balance of a variant. The significance of these figures is not the order in which Powers are ranked, but the extremes they disclose. From the above figures it is clear that Russia and Germany are the strongest Powers on the board, that England and Turkey are the safest and that Austria is the most vulnerable.

Diplomacy may be imbalanced, but it does work and works well. Therefore, I would suggest that it is wrong to get too obsessed about making a board exactly equal. Allow flavour of the period or world you are recreating to come through and accept that some countries will be marginally stronger than others and have a greater degree of tactical choice.

A similar exercise can be conducted on any variant map, the more similar the figures for each Power, the more accurately balanced the map will be.

Permit me to suggest a few basic rules when designing variant maps:

1. Try to make sure that no Power has to go further than 50% more to reach victory than the Power which has to travel the least distance.

2. Try to balance the map so that no Power has a higher % of enemy home centres within 3 spaces that exceeds double the % of enemy home centres enjoyed by the most secure Power.

3. Never have three or more home centres belonging to two or more Powers bordering each other at the start of the game. A game will have no chance to develop if a supported attack can be made on a home centre in the first move.

4. Try to avoid having any two home centres belonging to two players adjacent (E.g. Trieste and Venice) as that denies both players a degree of flexibility and peace of mind in the first move of the game.

I should add that Diplomacy doesn't satisfy the above tests (though it does come close).

Next issue I hope to analyse Colonial Diplomacy using the tests described above and see what (if anything) it can tell us about the game.

*Stephen Agar distributes Diplomacy World in the UK to save British subscribers tons of money.*

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## World DipCon V: A Progress Report and a Proposal for a WDO

by Larry Peery

By the time you read this, it will have been a year since the decision to hold WDC V in Paris was made at WDC IV in Birmingham. As of now (8 July 1995) no definite date or site for the Paris event has been announced by its organizers. Nor have any plans been announced for a site selection process for WDC VI. The first repeats the precedent established by the EDC I held in Paris in 1993, when the hosts changed the dates of the event only weeks before it was to be held. The second leaves the future of WDC in doubt.

These are not good precedents.

The clock is ticking; whether you are thinking of the Armageddon of the High noon style. The hour of decision and commitment is past.

The WDC V organizers, whoever they are (and we don't even know that for sure) are in serious danger of "blowing it."

I do not think, as some may, that this is a deliberate attempt

by the French to discourage foreign participation in their event. After all, they went to a great effort to gain the right to host the event. Why would they do anything to discourage foreign attendance?

No, we must look elsewhere for an explanation as to what is going on. Alas, the French hobbyists are unlikely to provide one themselves, but I think I can offer an educated guess as to what is going on -- and what is not going on -- in Paris.

Like all national Diplomacy hobbies, the French Diplomacy hobby is a microcosm of its national make-up. History, both in real world terms and in French Diplomacy hobby terms, has shown that the French are always factionalized against themselves. Only when faced with an outside threat, or opportunity, do they tend to unify into a single mass. At the moment, the French Diplomacy hobby is seriously divided internally about what kind of WDC it wants to offer the French gaming and Diplomacy hobby, as well as others. At some point a vote will probably be taken, a decision made, and the French will rush ahead with preparations and pull a successful event out of their collective top hat.

And then wonder why so few foreigners showed up, or why they have been criticized in the international hobby press.

No, it won't be surprising. It will be frustrating and an inconvenience to those who go, and disappointing to those who can't. It will also offer a good excuse for criticism from those who would have criticized a French event anyway, and never had any intention of going to Paris.

However, I still hope for a good Diplomacy tournament at WDC in Paris and a good foreign participation. Just achieving that, in light of what happened in Birmingham, will be sufficient.

What I do not hope for or expect from Paris is a good WDC organization meeting in terms of a charter draft, approval, 1996 site selection bid, process, or decision, etc. I fear a repeat of the Birmingham fiasco.

Based on what I have seen at past WDCs (and other International Diplomacy events) I have come to the conclusion that we, the International Diplomacy hobby, have been following the wrong path. I don't blame anyone for this. I just want to correct the problem.

I do not believe it is possible to create a permanent World Diplomacy Convention organization, etc. etc. as part of a WDC tournament event. The two events must be separated in order to do justice to either, or both.

The demands and needs of the two are not compatible. The WD organization meeting and site selection process should not be treated as a side show or freak circus at a WDC tournament.

Since the organizers and hosts of WDC V have not acted to provide for a discussion of a permanent WDC organization, the selection for a 1996 venue, etc. I am, as one of the founding organizers of the event, proposing the following. I ask for the widest possible distribution and discussion of this proposal throughout the international hobby in both postal and email forums, as well as among FTF organizations and national hobbies.

I propose the establishment of an on-going, independent ad hoc committee to discuss and act on the establishment of a permanent World Diplomacy Organization, and to assume future responsibility of the WDC event and such other activities as may be desirable and possible for the benefit of the international Diplomacy Hobby.

I further propose that this committee be established immediately and consist of any reasonable number of individuals in the international hobby who support its purpose.

Until such time as the committee decides otherwise, I volunteer to serve as moderator for the committee to

coordinate its formal establishment. As soon as it is possible I intend to give up that position so that I can serve as an advocate for the establishment of such an organization.

To speed up the process, I am calling a meeting of any interested individuals on the Internet for 30 September and 1 October. The meeting will run more or less continuously from 0800 my time on. I'm not sure how that will work yet, but I'll work on it. In the meantime I invite anyone interested in the subject or participating in the event to contact me on the Internet as peeriblah@aol.com. As soon as I have a working committee in place (at least seven members from five countries) I will develop a protocol for discussion and preliminary agenda.

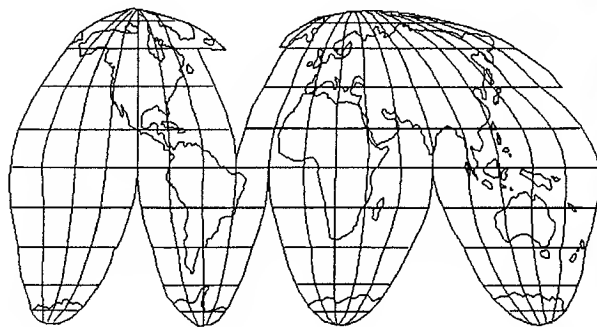
Let me be clear about one thing. This is not a meeting to debate the pros and cons of whether the hobby should have a WDC or a WDO. That issue has been settled. It is a meeting to find a way to establish an on-going WDO that will provide for a permanent WDC event without the kind of problems we have had in the past few years. If you are opposed to the concept of a WDC or WDO don't bother participating.

This meeting is open to anyone, especially those who will be attending WDC V in Paris. My hope is that we will have a working document ready in time for that event's consideration. If not we will continue regardless of what happens in Paris. My hope is that the committee will work with the Paris event organizers, but work it will.

It has been twenty-five years since I led the fight to establish the International Diplomacy Association. I swore afterwards that I would never go through that kind of ordeal again. Which proves, if nothing else, that you shouldn't make promises you don't intend to keep.

Care to join me?

***Larry Peery has long been a strong supporter of furthering ties between the various national Diplomacy hobbies.***



# Demonstration “Railway Rivals” Game (1064CT)

Round 1

July 5, 1995

If you’ve been in the hobby for a while, you may have wondered about those cryptic “Railway Rivals” game reports. This feature is meant to explain the game to those who have never played. Follow the results and commentary, and you may decide to sign up for a game yourself. We “Rivals” fans would love to have you!

“Railway Rivals” is a game invented and marketed by David Watts (“Rostherne”, 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED,) and it is one of the best games I know of for postal play. Players build track and run races in an attempt to out-earn their rivals. Dozens of maps are available; they cover regions all over the world—even some that never existed, like Middle Earth or the Isle of Sodor.

Unfortunately, it is difficult to follow a game report unless you have the map and you draw the track. For this game I will include a track map with each report so you can follow along. It is customary to draw the track with colored markers, but I will use track symbols in black and white.

**How the game works.** I will not give a full description—you should buy the rules from David Watts or a vendor—but I will give you the general idea. The map is of the “Chilterns” region of England. Each player starts in London (either hex) with 20 in cash. Rounds 1–6 are for building only; races start in Round 7. The Round 1 dice for this game are 5–3–2, so five hexes may be built in Segment 1a, three in 1b, and two in 1c.

Hills and rivers add to building costs; it takes two *extra* die pips to enter a hill hex, two extra to leave one, and two extra to cross a river. As a result, players will avoid terrain when they can.

If a player builds where a rival has previously built, a payment is due (the rival’s build may have been made earlier in the round or even earlier in the segment.) The cost for a lengthy parallel build can be substantial, but one must often take the risk if one wants to build a key track section. This means it is important to plan carefully and anticipate what one’s rivals will do.

**Players and commentators.** In choosing players for this game I looked for diversity and skill. Conrad von Metzke introduced the game to North America and continues to run more games than any other North American GM. Tony Robbins is the top-ranked player in the world. I also chose two players who give me tough competition when I play: James Goode from the postal hobby and Mike Morris from CompuServe’s PBMGAMES forum.

In addition to commentary from the players, I have neutral commentary from two sources. Doug Brown has played more games than anyone else, and Steve Courtemanche is a famously prolific press writer and a tireless error-checker.

**Initial comments.** Here are the pre-game comments. If you have a question, please write to me (Eric Brosius, 41 Hayward St., Milford MA 01757) or one of the other parties and ask.

**Doug Brown.** The key strategy in “Railway Rivals” is to get the shortest routes between the most cities. It is critical to start in a direction that you alone take. If two people take the same route, they will split revenues all game long, while the other players have more exclusive routes.

On this map a good east-west route is essential. The Beaconsfield pass is quickest to Oxford but is further from the city-rich NE. The pass through Amersham is almost as quick to Oxford and can break NE at Rickmansworth.

I predict one person at I18, one at G17, one at St. Albans heading north and the fourth following one of the above routes. If two routes are duplicated, this will be a distinct disadvantage. “Rivals” is subtle; a big but typical problem is how to reach the Amersham pass. Do I go north of hill F21 or south? If I go north, I get a bonus for Rickmansworth. If I go south, and no one else goes through Beaconsfield or south (less likely routes than those to the north,) I can go that way without opposition. I’d generally prefer the south; my best move is to G17 or H17.

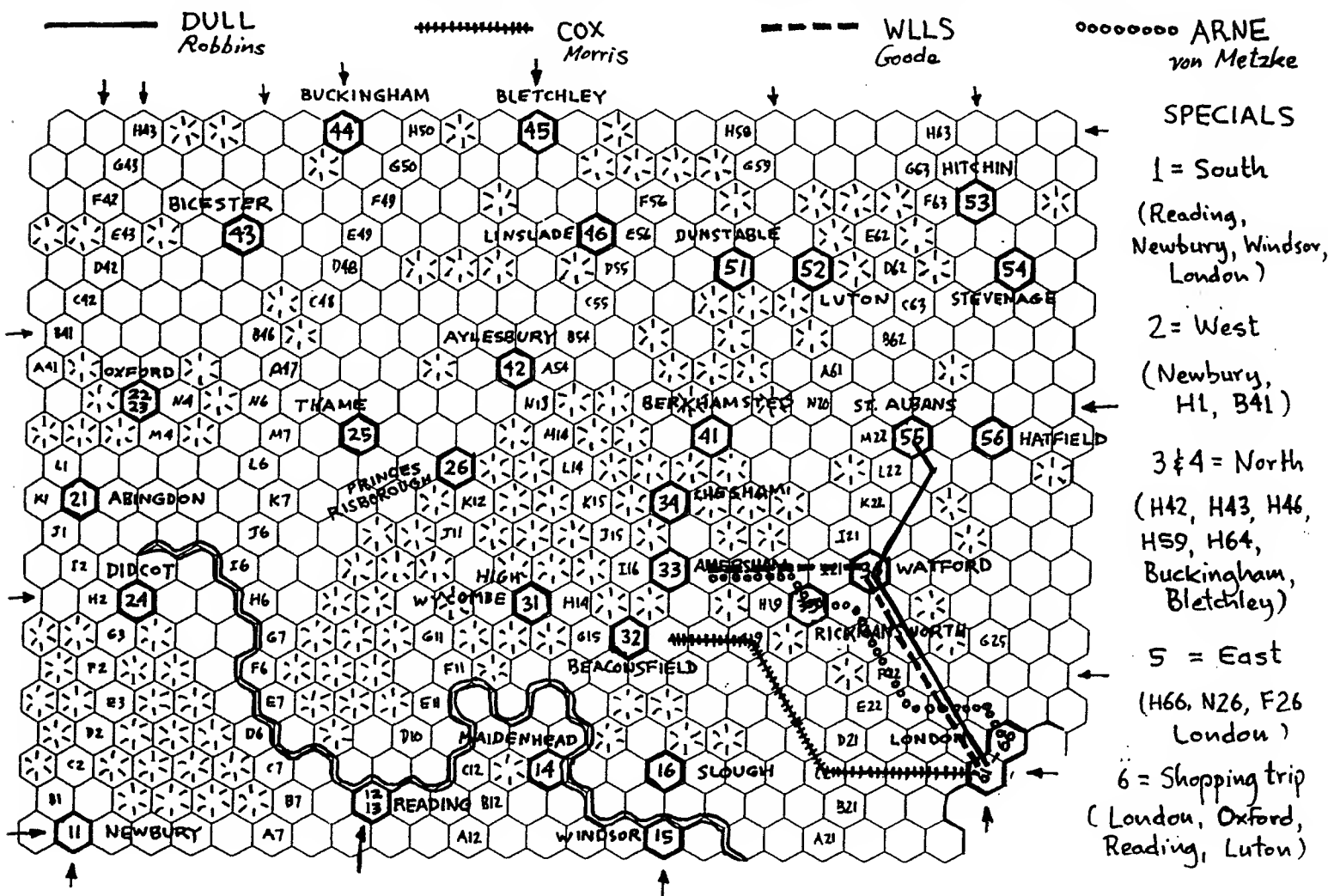
**Steve Courtemanche.** Four players on this map are one or two too few, so the map is wide open. If three go in one direction, the fourth will have a *very* large advantage.

I believe no one should go for the southern cities right away. One would gain only five cities and be faced with major payments later. There are two passes easily available. The Beaconsfield pass leads to east-west runs and keeps an eye on the southern cities (eleven total cities.) The Amersham pass keeps the NW/SE corridor open with branches to the NE cities (seven cities, possibly ten if the player building north is not aggressive.) A northern build should net seven cities.

With good communication between the players, I would expect two builds toward St. Albans and two towards the passes.

**Tony Robbins.** I've never played this map before, though I'm sure Conrad has; opening strategy needs careful thought. Factors taken into account:

- I need to go for one of the gaps in the hills, but not one that anyone else has gone for.
- Best route via High Wycombe? Certainly this offers the shortest route London–Oxford. Too obvious; someone else is bound to build there.
- London–Reading? Don't fancy that. I need a flexible opening that doesn't give too much away (like these comments...)
- How about London–Watford–St. Albans? Yes, it has quite a lot going for it, gives plenty of options for Round 2, when I can see where others have built, and doesn't overcommit me at this stage.



3rd edition 21 May 95 redrawn by E. Brosius. Original c. 1980 by Ian Spittles  
Railway Rivals by D.G. Watts, "Rostherne", 102 Priory Rd., Milford Haven, Dyfed UK SA73 2ED

**Mike Morris.** One must build track that connects as many cities from different sectors as possible (keeping in mind that the special runs are also a “sector”.) Secondly, one must be first into cities. But a good line is more important than city bonuses (first place in a run is 20 points while a city bonus is only 6.)

The shortest line is a straight one—but the hills and river get in the way of that. The Chiltern Hills, running NE to SW, split the map approximately in half. There are two major passes thru the hills: at Beaconsfield and at Amersham. Lines can also be built around the hills, due north and then west, or west across the Thames and then NW along the Thames valley. So there are basically four choices: due west, due north, or through the middle using one of the two passes. One should also note the open spaces on either side of the hills, in the NW and SE quarters of the map. The natural thought is to get NW as quickly as possible, but do not overlook connecting cities with track that runs SW to NE on either side of the hills.

Each of the four choices will give you the best run from London to two other sectors. Due west will get you the 10's and 20's, through the middle the 30's and 20's or 30's and 40's, due north the 30's and 50's. If you can predict what the others will do, the best choice is the one no one else takes! I don't know any of the other players (and they don't know me,) so I can't make a prediction. I expect someone will build north, however, 'cause you can get the most cities to begin with this way, and someone always goes for being first into cities. And due west is Slough, while Reading has not only two numbers, but also two specials (so is the largest city next to London,) so I expect someone will go due west as well.

Based on these guesses at other builds, and keeping in mind that options other than getting to the NW corner might be pursued (more about this in later commentaries,) I am building to the middle, just outside Beaconsfield. I won't get a city the first turn, but hopefully will have less competition for the line I want to build, and I will have more options available (as one always does building for the middle.)

**James Goode.** What is this, Eric? I've never seen this map before and here you go throwing me in with a pack of experts who've mastered it during previous games. Actually, I doubt that previous games on this map would help much. I expect we will all send a line SE-NW, then shoot spurs to the NE and SW. I view the route through High Wycombe as the best choice. If I'm right, then at least two of my rivals should build that route. If any two of us build the same line, we hurt ourselves. So I'm choosing to look at the Amersham-Aylesbury route. If one of my rivals also chooses it, then I'll look at the Berkhamsted route.

**Conrad von Metzke.** This map offers three basic routes: Along the bottom, along the east edge, and through the middle. The middle is the one I had better get *now*, or someone is sure to block it. We'll worry about the rest later. (Actually, the east edge is nice if you're *sure* you're alone. But I don't trust Tony.)

**Round 1 builds. A nice clean start—is everyone happy?**

Red—Dunstable, Umfolozi & Luton Lines (DULL)

Tony Robbins—Lincoln House, Creaton Rd., Hollowell, Northants, UK NN6 8RP [tony.robbs@brookes.ac.uk](mailto:tony.robbs@brookes.ac.uk)  
 1a: (London SW)—H22.  
 1b: (H22)—\*\*Watford\*\*—K23.  
 1c: (K23)—L23—\*St. Albans\*.

Orange—Chilterns Overland Express (COX)

Mike Morris—23693 Glenbrook Lane, Hayward CA 94541 [71340.370@compuserve.com](mailto:71340.370@compuserve.com)  
 1a: (London SW)—C21—D20.  
 1b: (D20)—G19.  
 1c: (G19)—G17.

Lime Green—Will Lloyds of London Survive? (WLLS)

James Goode—211 Maplemere, Clarksville TN 37040 [goodej@lynx.apsu.edu](mailto:goodej@lynx.apsu.edu)  
 1a: (London SW)—H22.  
 1b: (H22)—\*\*Watford\*\*—I20.  
 1c: (I20)—I18.

Blue—[tune to "Rule Britannia"] (ARNE) Conrad von Metzke—4374 Donald Ave., San Diego CA 92117

1a: (London NE)—E25—E23—G22.  
 1b: (G22)—H21—\*Rickmansworth\*—I20.  
 1c: (I20)—I18.

## Financials.

Line	Start	Cities	Payments	Finish
DULL	20	+9	—, +	29
ARNE	20	+6	—, +	26
WLLS	20	+3	—, +	23
COX	20	0	—, +	20

**Game notes.** The bonuses for St. Albans and Rickmansworth go to DULL and ARNE, respectively. The bonus for Watford is shared by DULL and WLLS. There were junctions and parallels, but there are no payments because in every case the rivals built their track at exactly the same time.

I want your Round 2 orders before August 1, the deadline for *Diplomacy World*. By then, with any luck, your pre-game comments won't give away too much, since your first two rounds of builds will have revealed your initial thinking. I am accordingly setting a Target Date of July 31.

## Press!

**WLLS—Rivals:** Since we are starting in London and since "Lloyds of London" is reportedly nearing bankruptcy, I feel it appropriate to name my line after the world's largest insurance underwriter.

**Noah—WLLS:** I'm not certain, but I suspect State Farm is larger. Would you settle for "most famous"?

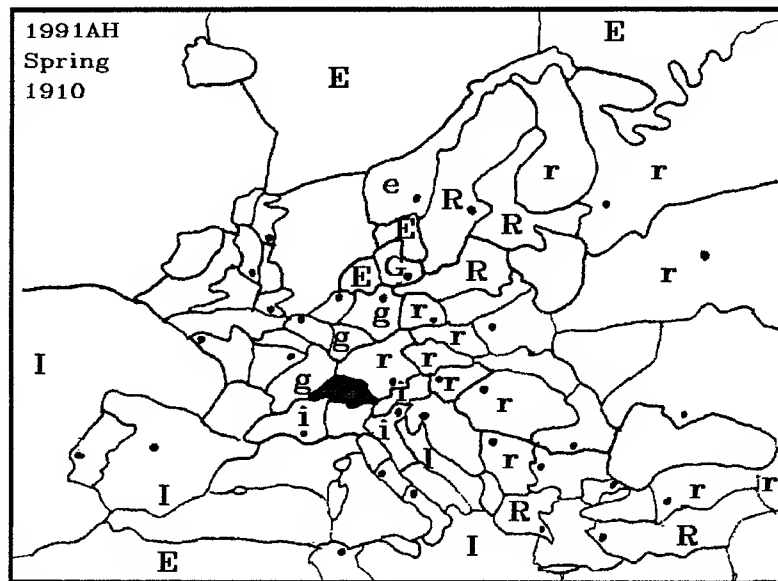
# The Diplomacy World Demo Game

1991AH

**The Players:** England - Mike Ward  
France - Mark Berch  
Germany - Mike Gonsalves  
Italy - Randolph Smyth  
Russia - Kevin Kozlowski

**The GM:** David Hood    **The Commentators:** Garret Schenck  
Fred Townsend  
Douglas Kent

## Spring 1910 Results:



England: F Nwg S A Nwy, F Bar S A Nwy, F Ska S G. F Den, F Nth-Hel, F Mid-NAf, A Nwy H.

Germany: Ret A Mun-Bur, Rem A Par..F Den H, A Ruh S A Kie-Mun, A Kie-Mun, A Bur S A Kie-Mun.

Italy: F Por-Mid, F Spa(sc) S F Por-Mid, A Pie-Tyr, A Ven S A Pie-Tyr, A Mar-Bur, F Adr S F Ion, F Ion H.

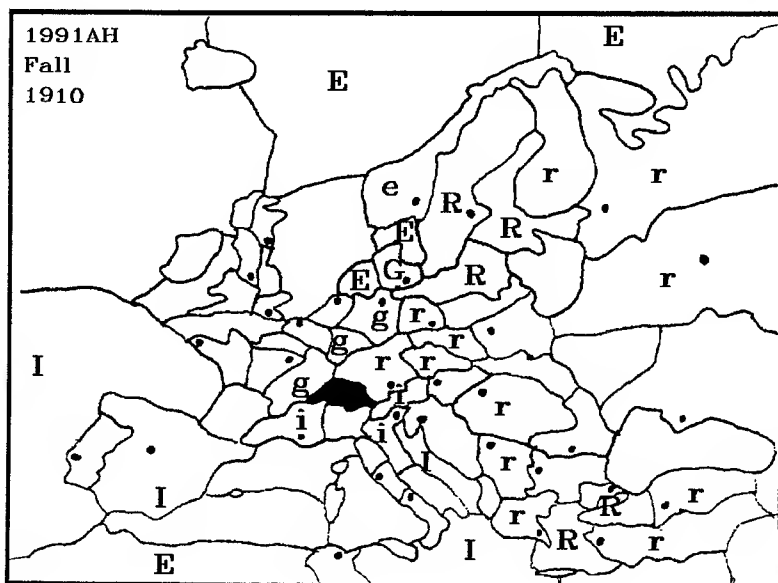
Russia: Ret A Nwy-Fin, Build A Sev, A Mos, A War, A StP..A StP H, A Fin S A StP, F Swe H, F GoB S A Swe, F Bal S A Ber, A Ber S A Mun, A Mun H, A Boh S A Mun, A Tri-Vie, A Bud S A Tri-Vie, A Ser H, F Aeg-Con(NSU), F Gre U, F Eme-Smy, A Arm-Ank, A Mos S A StP, A Sev-Arm, A War-Sil.

## Spring 1910 Commentary:

**Douglas Kent** - There really isn't much to be said at this point. England and Germany both make the proper moves to contain the Russian forces. Italy's moves seem to suggest he is joining the E/G alliance. Russia's orders can be read as an attempt to convince Italy that the aggressive moves Kevin made in the south last season were a one-time

defensive measure. This strategy by Kevin is the best thing he can do; either Italy will work with Russia or against him. If he works with Russia, Kevin's moves can help induce him to continue to do so. If Randolph supports the E/G alliance, losing a southern dot or two won't matter for Russia at this point as a draw would then be almost inevitable.

## Fall 1910 Results:



England: F Nwg S A Nwy, A Nwy H, F Bar S A Nwy, F Hel S G. A Kie, F Ska S G. F Den, F NAF-Mid.

Germany: A Kie S A Bur-Mun, A Bur-Mun, A Ruh S A Kie, F Den S A Kie.

Italy: F Adr S F Ion, F Ion S F Adr, F Wme H(NSU), F Spa(sc) H, A Mar H, A Ven H, A Tyr H, F Mid U.

Russia: F Gre-Aeg, A Ser-Gre, A Bud-Ser, A Vie-Bud, F Smy-Con, A Ank H, A Arm-Smy, A Boh S A Mun, A Sil S A Mun, A Mun S I. A Mar-Bur(NSO), A Ber S A Mun, F Bal S A Swe, F GoB S A Swe, A Fin S A Swe, A StP H, A Mos S A StP, A Swe H.

England	Home,Bel,Bre,Nwy=6, Even
Germany	Den,Hol,Kie,Par=4, Even
Italy	Home,Mar,Spa,Tun,Por=7, Even
Russia	Home,Ank,Ber,Bud,Bul,Con,Gre,Rum,Ser,Smy,Vie,Mun,Swe,Tri=17, Even

## An E/G/I/R Draw passed after these moves were completed

### Fall 1910 Commentary:

**Douglas Kent** - There is even less to say this season. No supply centers have changed hands. Not even Randolph's almost nonexistent orders can give momentum back to the Russians. If I were Kevin, at this point I'd make a final land assault on Italian territory, in the hopes that Randolph might totally NMR in the near future and hand Russia the game (learning when to spot forthcoming NMR's is a useful skill in Diplomacy). It might be a futile effort, but a solo win can be an elusive commodity, and you should always make the effort if you can.

**Fred Townsend** - What to do when you get to 17 centers and are stalemated by the other powers? Russia has his answer here - give centers to Italy and try to break him out of the alliance by promises of a 2-way draw.

Should Italy take the Austrian centers offered by

Russia? Absolutely - and then attack Russia. Russia is still too close to the win to ally with. Should Russia be offering these centers? No. Once he loses these centers he can no longer stalemate the other 3 powers and loses control of the game. Short of agreeing to a 4-way draw, the only option I see is to support England into the German's centers, but even that is too risky for E/G/I.

Indeed, E/G should make it clear to Italy that taking the offered Russian centers is a no-no, because it can only mean Italy is going for a 2-way or a win, neither or which include E/G. For starters, England should move his extra fleet (not needed for the stalemate) south; F Nwg-NAt or F Hel-Nth and then F Nth-Ech.

In sum, if this game is played correctly it should end in a 4-way draw. But funny things happen on the way to a draw. So watch out.

### End Game Commentary:

**Fred Townsend** - Peace breaks out in Europe as the 4-way draw passes. A great game ends. And no wonder. Russia at 17 was too dangerous to ally with, and E/G probably forced Italy to agree.

Best player award goes to Russia. His only substantial error was the premature stab of Turkey. When you are the leading power with a lesser ally, only stab when you can lock in the win. Russia came close, but just missed. He did have one chance, but failed to even try for the win. Other than that, Russia's play was clearly the best.

Worst play award goes to Austria, who failed to even negotiate. Best comeback goes to Turkey. Best stab goes to R/T/G for the attack on Austria. The player I would most like to see in a game I was commenting on award goes to Germany, who kept everyone on their toes. And the best GM and a big note of thanks goes to David Hood. Good luck to all in their next game.

**Mike Gonsalves (Germany)** - I was upbeat about this game before it started despite a bad experience in my other "so called" All-Star game. This one turned out little better. The primary reason was lack of communication. I received only 1 postcard from Austria before his early exit. Italy's letters were few and far between, which played a pivotal part in the game as Italy was a crucial position as the game dragged on.

I got very pissed off at Italy and it showed in my letters and press.

Now tactical. Mark Berch as France was an early target and we crippled him early. At the same time Russia was growing, and most of my diplomacy was towards the Turks and the English trying to form an alliance against Russia.

Mike Ward wanted me to attack Russia first and then he would "join in" later. The game was like that until the critical Fall '06 turn (even Italy wrote a letter). I had talked England into attacking Russia when Dave McCrumb (Turkey) who knew I wanted to attack Russia wrote England and told him that Germany was attacking England. Mike Ward pulled back, since nobody would attack Russia with me. I had to trust him even though I thought he was lying. End result: Russia exploded, with me doing most of the fighting.

At this point, Italy woke up and we stopped Russia, but I was also being cut out of the draw - a fact made clear by Italy taking Munich. So I helped Kevin get to 17 but no more. My goal at this point was a draw so I made it impossible for England and Italy to cut me out without giving the win to Russia.

The high points of this game were Kevin, Mike, Mark and



Dave plus the last two years which were intense. The down side was the play of Randolph who by his admission had not time for this game, and that lack of time had a major effect on the play of the game. Oh well, Dave, thanks for asking me to play and for GMing. You did a good job, especially considering how much time a new baby takes from you.

**Randolph Smyth (Italy)** - Based on recent press releases, I expect that a couple of other players will be dumping all over me. The final stages of the game in particular were frustrating for everyone, and no doubt I was the major cause of the other players' irritation. However, I called it as I saw it and believe I'm walking away with the best result available to Italy. If anyone else is unhappy with that or even disagrees with it, too bad.

I cooperated with Austria early on, but we never had the solid alliance that every other player seemed to assume. After a while Bill stopped writing, and the biggest mistake I made, in hindsight, was not taking a slice out of him then. Turkey was making valiant efforts to ally by then, but I viewed him as tied to Russia at the time and didn't trust him to follow through with the deals he was offering. An early demilitarization pact had been violated by France by then as well, and none of the northern powers were writing. I stuck with Austria for want of anything that looked better, but a clear break with him would have shaken up the game and netted a couple of centers.

Once Austria was gone, France and Turkey were on their way down as well and I felt a rush of hope. Russia was too big for comfort, but E/G oppose dhim and all my immediate neighbors were on the ropes: the prospects for Italy looked good. However, neither Russia nor England responded to by diplomatic probes, and Germany's answer was essentially to demand all the French centers and my commitment against Russia as the price for alliance with him. You pushed too hard, Mike: the best chance for both of us was lost.

From then on, the game slid downhill. My strategy became one of letting Russia grow on the remains of Turkey, while I grabbed a fair share of the French centers to make myself indispensable to E/G. Ultimately, I guess that worked but it made the game boring except for a few unnecessary scares. What astonished me was that nobody seemed to realize what I was up to: Kevin started phoning me to negotiate an R/I two-way draw, while Mike Gonsalves began treating me like an untrustworthy idiot. For awhile, Kevin's efforts looked like the best thing going, as I despaired of ever cooperating with E/G.

In the end, though, the E/G stalemate line firmed up against Russia and I established my own further south. To the end, Kevin seemed genuine in his offers of sharing a draw with me - but Russia was just too big and I'm sure that Germany would have thrown the game to him if I'd shown any interest in pursuing a western campaign. Kevin probably would have won by pushing me in the south at the right

time: I was prepared to throw the game his way myself before the northern defenses jelled.

Final assessment: each of the other players put more into the game than I did. Kevin worked for every center he got, and E/G did a first-rate job of putting their part of the stalemate line together when I'd virtually given up. It sure wasn't my best game, partly because I moved three times and changed jobs twice in the last couple of years. But positionally, I was at the right place at the right time to get a chunk of the draw; it wouldn't have happened without me. David described it as "an, um, interesting game." I can't agree, it was on the boring side and I'm not sorry to see it over. Correspondence was poor - I have only 44 letters on file from all players, over half of them from the first couple of game years. Still, a "good" demo finish as a showcase of a stalemate line. Thanks to David - flawless GMing as far as I remember - and the other players who stuck it out.

*Well, that puts to rest the old Demo Game. Now, prepare yourself for...*

### ***The New Demo Game!***

*As before, it will be a regular game of Diplomacy. I'll be acting as GM, and I've managed to harass a stellar lineup of hobby members to contribute to this exercise. To whet your appetite, here's the cast of characters:*

### ***The Players:***

***Austria: Dave Partridge  
England: Mike Gonsalves  
France: Tom Pasko  
Germany: Stephen Koehler  
Italy: James McQuinn  
Russia: Jerry Ritcey  
Turkey: Mark Fassio***

### ***The Commentators:***

***Brian Cannon  
Jim Grose  
Stephen Agar***

***Tune in next issue for the Spring and Fall 1901 results and commentary!***



# Knives and Daggers - The Diplomacy World Letter Column

*{The response to DW #74 was overwhelming. Obviously I couldn't print all of them, but here is a sampling of the letters I received. Thanks to all of you with well-wishes and comments! Keep them coming!}*

**Claire Brosius** - As I go through the mail looking for Runestone Ballots I opened your envelope and read through the new Diplomacy World. I just want to let you know that IT IS BEAUTIFUL! The full page layout is easy on the eye and a pleasure to read. I do some desktop publishing at home and I really like this. I read Larry Perry's article on WDC, as usual I marginally understood what he was talking about. I meet Larry at the DipCon in Kansas City awhile back and I like him, I just don't understand Peeriblah! I guess if that is my only problem I'm in good shape. Keep up the good work and good luck in the Runestone poll!

**Brian Cannon** - I just got issue 74 of Diplomacy World and am I ever impressed! I had expected it to be good - but even so it's hard to contain my enthusiasm. To start off with, even so simple a thing as binding it like a traditional magazine (printed on 11x17, and stapled in the binding rather than in the corner) gave it a feel of something out of the ordinary (as far as traditional Dip 'Zines go). And this is (IMO) good and important for a hobby Flag publication. After all, it's NOT "just another Zine."

Then there was a good selection of Articles - including some by such hobby names as Allan Calhamer & Larry Perry, Jim Burgess & Stephen Agar. A look at Diplomacy and the younger set; S&T articles, Variants, Reports, and the Demo game covered a wide spectrum to provide something of interest to many.

The quality of the articles was impressive too. I had thought my articles were really good (OK, I should be more humble) and I still think the quality is passable - but I can see you got some Big-League writers to contribute to this issue (Dr. Smith & Jim Burgess set the tone right off and the quality kept up throughout).

**Jim Skinner** - Just wanted to drop you a note letting you know I got the latest Dip World, and enjoyed it very much. Thanks for taking on the job of publishing!

**W. Andrew York** - Dip World was a top-notch effort (as you always do). I am positive, now, that Peery was wrong. This is the best I've seen DW in absolutely ages - great mix of articles, authors and such. Pat yourself on the back (or have Mara do it)!!!!

I've sent Stephen Agar, Dave Smith and Jim Burgess good job notes, their articles were great (can someone say Hobby Award material!!). Speaking of which, it would be a good idea to list authors' addresses (unless they didn't want it) so that people could write them directly. Not a problem with me; but with other it could be helpful.

*{That's a great idea, Andy. I'll try to start implementing it with this issue.}*

**Walter Buchanan** - Just got DW #74. Fantastic job! DW is really back on track and it makes me proud to see it carried on in this fashion. I also think going back to center stapling makes it look a lot more professional.

**Fred Townsend** - Great to see Dip World back in action. I would be glad to comment on the new Demo Game. Also, you should check with David Hood about an article on Tournament Scoring I sent to him way back when.

On a different note, Stephen Agar's introduction to his variant on page 19 is plagerized completely from The Penguin Atlas of Medieval History (by Colin McEvedy, page 74). Perhaps the lack of attribution was inadvertant, but excerpts without consent of the copyright owner are limited to short quotations. This roughly 800 word theft is bizarre.

*{I don't think David has your article anymore - he forwarded all the material he had on hand to me, and your article was not among the papers I received. As for Stephen Agar's piece, that was just an oversight; the original version of the variant (which appeared in Spring Offensive) clearly attributed the passage to the Penguin book. When Stephen block-copied the introduction into his new version, he forgot to copy over the attribution footnote. Thanks for giving us the chance to correct the error.}*

**Mark Fassio** - Having been David Hood's S&T editor for quite awhile, I will refrain from trying to compare "old vs. new" regimes of DW. Let's just say that I think you're **on the money** with the size, layout, and content of your first issue. Jim-Bob's "Star Trek" flashbacks in his "Cult of Personality" article were a bit rambling and hard to track, but hey -- I never was a Trekkie. He gets an "E" for Effort, nonetheless. I wish you great success (and fun) with DW.

**Pete Gaughan** - ...DW looked great. Both looks and content were above the standard of any issue since Rod Walker ran the mag (I assume much of the content had been assembled by Jack--e.g. Jim B's article), and in fact the layout was better than any Rod used, I just have a soft spot for those old typewriter-dependent Golden Agers.

I'll smirk to myself about the merge of F and DW; I think the DW lettercol will be far more energetic and important to the hobby than it's ever been.

**David Hood** - I was indeed very impressed with your first issue. I particularly thought the cover story was neat. It's very invigorating to hear a breath of fresh air in what seems to be a shrinking hobby. The back page is also an excellent place for the Hobby Services and Game Openings listings.

**Jim Bailey** - As to issue #74, I have to say beautiful layout! Comparable to some of the semi-pro Science Fiction mags I get. I also like the variety you got on short notice. Hopefully, that will only get better as people get re-plugged into Dip World.

# The Diplomacy World Commentary Column: Foolhardy #18

## Foolhardy - The Concept:

(JIM-BOB BURGESS) I definitely have a higher circulation than MP, RW, or Perelandra if you include E-Mail subbers since I have between 125-175 of those (wildly fluctuating issue to issue), but I might even have among the most postal subbers as I have about 75 of those. I like adding both E-Mail and postal addresses to people's comments, but I'm not sure that we need to do so. Let's focus the discussion into the column.

I would make this statement about the whole issue of E-Mail/Postal information: in all the time I have been publishing BOTH in my zine I can count on the fingers of one hand in both directions the number of people who have ever apparently used it. Perhaps they use it but don't tell me. I have seen a small amount of crossover and I know that both sides know more about each other from reading my zine. Otherwise, the effect is small.

## Diplomacy World:

(RICHARD WEISS) Why don't you better serve the Diplomacy Hobby by giving Manus Hand/Diplomatic Pouch the right to publish any/all of DW and asking him for permission to publish any/all of DP and then doing it? Despite Yawn Caruso's attitude about Email addresses in a PBM zine, it is still the hobby, there is cross-over, cross-over is to be encouraged and why have a duplication of efforts? Let's face it. One reason DW has been slowed has been lack of quality input. Even the esteemed Fred C. Davis, Jr., an old fart of the GREAT days says in his letter, that even then "one of the main jobs of a DW editor was always to hound and harass diplomats to get them to contribute articles...

So if Dan Shoham, Nick Fitzpatrick, Mark Nelson and Stephen Agar (egads, the same as the DW "variant editor"?) and Simon Szukman and Manus etc. have written articles, done interviews, etc. - let's share, let's utilize, let's benefit from their energies.

I can't believe you are bemoaning a need for contributors when there are 5 more right there, and probably access to more.

This is a challenge to that megalomaniac you are always bragging about in Maniac's Paradise who's going to take over the Hobby. Make the conquest worthwhile, take over the entire/combined hobby! I dare you. I, and probably time, will demand it of you - or a predecessor of your failure.

PS: I'm glad you dedicated Issue #74 to Jack. What you

said was true, and he deserves our thanks and true appreciation, not our belittling complaints.

*{Regarding DP - I agree that there is some crossover between hobbies, and that is why Manus and myself are working out the details of a continual mutual-plug strategy, pointing out the high points of the other's zine every issue. To be honest, though, sharing all our material **eliminates** the crossover appeal! If an email dipper can get all his DW info on email, he never has a reason to go explore the pbm hobby! On the other hand, if he hears enough about DW to be intrigued and order a copy, he might become interested enough to try a few zines as well! And if he isn't interested in pbm at all, I don't think DP should be cluttered up with the material...likewise for DW and email. I'm trying to provide enough email information for those interested **without** crowding out quality pbm material.*

*Some material would be of interest to both hobbies (most variant stuff, S&T, contests). Some is already done in both zines but should remain separate (Demo Games, for example). Some just doesn't cross over well (would a pbm player really care to read an interview with Judge creator Ken Lowe? Would an email Dipper find anything useful in an article on the Runestone Poll?). No, I think our current approach is best - mutual support, both moral and physical, but separate material.}*

## Topics for Discussion Next Issue:

- 1) Monarch Avalon, owner of Avalon Hill, has been experiencing some monetary and cash-flow problems. Just for kicks, what is your opinion on a hobby-wide partnership to purchase the rights to the game, and market it ourselves?
- 2) I'd like to see everyone reading this page send in their best 1 to 3 ideas for successful hobby recruitment. Even if you think your ideas are run-of-the-mill, send them in.
- 3) What are your thoughts on Larry Peery's proposed solutions to the World DipCon fiasco (outlined in an article elsewhere in this issue). How important is World DipCon to the hobby overall?
- 4) How do you feel about preserving the Hossier Archives, which would mean paying to have them moved into Pete Gaughan's possession?

Next Foolhardy Deadline - October 25, 1995

# Hobby Update Reports:

**Belgium/France/Switzerland (Jef Bryant):** The 2nd Diplomacy Grand Prix of Belgium was held recently. There were more players who came this time, our French friends were 15 and the number of tables rose to 5 for the Saturday afternoon round. According to the visitors the atmosphere was excellent. Pascal Montagna came, saw and conquered. Blazing from one table The English can say what they like but for me he is worthy of his title. The "parallel" results have confirmed the qualities of Cyrille Sevin. Against the French domination only Bruno Berken and to a lesser extent Eric El Osta (who only played two rounds) could provide some resistance. However one thing is clear, the French domination was not due to 'team tactics'. The fact is that despite the good intentions and passion of the youths of the club In Ludo Veritas they were really lacking in tactics. They all, when playing Austria, opened with F(Tri)-ADR without intending to menace Venice!

**Italy (Ed Mattei):** This year is born under an unlucky star. A more promising 'zine has folded because the editor is moving to Belgium on business. We had difficulty taking over from his position, he handled a lot of games. In these cases, we appreciate the work of our Association that take problem to solve any question and recover games and subscription. Fortunately, we don't get discouraged easily.

In September, the Italian Convention will be held in Modena: maybe Magic will take the lion's share but, as usual, the Diplomacy National Championship is our "must" although Civilization and Republic of Rome are valid rivals. The major Conventions seem are suffering from same unlucky star. "Festival Italiano dei Giochi" is paused. This Convention met with public's approval but haven't sponsors. The "money" is the major problem. Also "Giocomania" will move from Rome to Silvi Marina, 20 Km away Pescara, a beautiful Adriatic beach. Fortunately, some Conv like Lucca Games or Expocartoons are bearing up.

**Netherlands (Melle Koning):** I didn't really understand the comments in the Foulhardy-Column, where some people said that everything should be changed about the Diplomacy World Zine and everything. They should be glad that there IS a zine available with such an restricted topic as only one game. Over here there doesn't even exist one zine about 'strategic-board-games' (at least I haven't seen one yet). We compensate this with scribing our Electronic Fidonet-area full of stories, adventures, feel about the game, what is the best country, lies and anything else to convince the other players to join you as ally in your next game. (But maybe that is only MY view of contributing to the area <grin>), so in other words, the fidonetarea is our version of the Zine.

So how does this work and how do we play? It actually works just like PBM, but it is the voice-phone that is used for negotiating. The results of moves are mailed or called to the GM and published by him in the Electronic mailarea. Games are slow compared to the games played via the internet-judges, all games tend to have one move in 2 weeks. This creates games which last for over a year sometimes and creates enough room for diplomatic and strategic negotiations. This also makes a good dedication very necessary. People who are down to 2 centers or less have to keep submitting moves, otherwise they may not sign up to following games. (So that is our ultimate dead-penalty, which is not even allowed in the Netherlands <grin>)

**New Zealand (Brendan Whyte):** As usual the NZ hobby remains quiet. Larry Peery's WWPDC thing gets moving with a supposedly Kiwi team including 2 Australians and a Welshman(!) amongst the starters. Several of the more famous NZ names are included, but others not, so it is not an initially seeded team.

On the home front, NMR magazine lives up to its name with no reappearance due to Daniel Blanchon's PhD commitments, player NMRs and general apathy. Peter Tyson, also in Auckland was last seen running a single game amongst his friends by post, but little has been heard of this for a while, yet it is the stuff the zines are made of. DtC, the main NZ zine continues to improve since the editor's father bought a computer allowing the dingy typewriter to be thrown away. However, Brendan's impending move to the USA in September leaves DtC hanging as to its publication schedule over the next few months. Also involved here is the NZPBM champs, a 17 player Mercator game involving players from the zine hobby as well as a few roleplayers and commercial PBMs. Plagued by dropouts, it looks certain that the trophy will go to a dipper rather than any of the other players, and although the idea of an intra/inter hobby trophy was good, this format is not, and plans for its annual contest are being rethought. If not concluded by September, Ben Easton of Chameleon Games will take up the GMing in Brendan's absence. Ben's passing of a commercial dip game to Brendan has introduced several Australian players to the NZ amateur hobby, in the face of a general decline in Australia since the WDC there in '92. Next time: Did the NZ zine scene make the crossover to the LA jungle, or has NZ collapsed as a PBM hobby? Stay wired.

**United Kingdom (Chris Tringham) -** The UK hobby is in a healthier state now than seemed likely earlier in the year. A number of new zines have appeared, including Chris Palms excellent Ides of March. Kim Head has taken over the listing zine Mission from God and done a very good job with her first issue. Plans are afoot for

an improved service to monitor, assist and rehouse games from ailing zines before its too late. The Zine Poll has been announced (deadline 12 November).

Baycon, Furrycon and Manorcon were all successful, and the National Diplomacy Championship qualifying events continue all over the country. Dates have already been announced for 1996 for each of these events (and Mastercon).

**America OnLine (Brian Alden, alden2@aol.com) -** I guess this is my fourth report or so for Doug, first in Foolhardy, now in DW. The Dipsters out here in AOL land extend their greetings, and hopes y'all will come out and play with us! We have 40+ games running by e-mail, plus a number of variants, notably Gunboat (7x7 tourney in progress), Dark Ages (a variant crossed over from Prodigy, and improved here), Abstraction, and Asian, as well as a couple of Colonial Dip games. If you have a computer & modem, it's worth a look, as AOL does a mass amount of 10 online hours freebies to get folks to try out the service. Now with Flashmail for both platforms, this is a CHEAP way to play!

Additional good news is AOL is finally paying attention to us, and has expanded the message folder area to accomodate both regular games and variants, plenty of room for everybody. We also have an attentive Games Forum coordinator to help us out, and they are adding more help to support the Dip community at large. I look for improved system performance, and more games to form to support the growing PEBM crowd out here.

**Compuserve (Michael Ribeiro):** On CompuServe, in the PBM/Board/Card Game Forum, where Diplomacy is played in the appropriately named 'Diplomacy' section, there are currently 32 games being contested. Of these, 23 are regular games. The 9 variants include 2 games of Winter 1898, 3 Gunboats, 1 game of Crowded, 1 game of Colonial Diplomacy, 1 game of Fog of War, and 1 Internet Demo. The Internet Demo is being reported in the forum but is actually being played via a 'Judge' on the Internet.

The message board in the forum has not been clogged with anything earth-shattering of late, just the usual apologies, explanations, denials, and threats that follow a stab. Several weeks ago there was the semi-annual discussion about how to handle NMRs, but since then nothing newsworthy has taken place.

**GEnie (Will "Sandy" Wible):** Members of the GEnie Diplomacy crowd are looking forward to Avaloncon. We have historically had a great showing and done very well in the Tournament. In addition, this year DipCon will be at Avaloncon, bringing an even bigger arena of challengers. In addition, Saturday afternoon at every Avaloncon, GEnie Diplomats get together in the hotel lounge for a few hours to just sit and talk with one another. It's one of the highlights that we always look forward to, and is one of the reasons that GEnie Diplomat camaraderie and friendliness is so high despite being on a computer network.

In addition to all this, Diplomacy on GEnie is going as strong as ever. Several email games are organized each month, with new members joining all the time. Recent variants include a Nuclear variant and a Bourse variant.

**Internet (Mark Nelson):** Here is a recap of the discussions in the newsgroup recently. Of the three clueless newbie posts, two were from AOL accounts...

There were two threads in a GMing discussion. One thread concentrated on what GMs should do with endgame statements once the game has finished. The consensus was that the tradition of distributing them over the group should be restarted. The second thread dealt with who 'owns' the game and under what conditions the GM should change game parameters. The onus is clearly on the players to read the game conditions prior to joining and the GM does not owe a responsibility to the players to change parameters once the game has started.

The main thread in the miscellaneous section (8 posts) regarded creating a hypertext version of the Diplomacy rules, and the legal problems since AH owns the copyright. The only other miscellaneous threads to have two, or more, posts were ManorCon (two) and Chris Read's (cr@cs.strath.ac.uk) multi-player version of Diplomacy that runs on macs over AppleTalk/internet (2 posts).

There were two threads on Opening Strategy this month. Three posts provided advice on 'How to Play Turkey'. The other thread discussed the 'western lepanto' in which Italy makes an early attack on France.

The discussion on rating systems concentrated on a system designed by Bruce Duewer called YARS (Yet Another Rating System). In this system the number of rating points you score depends upon the quality of the opponents you are playing against; you score more points for beating good players than bad players.

The three variant postings divided into one for Machiavelli (a request for more gamestarts) and two for Colonial. Internet has only just started its first email colonial game, people are so used to playing on the Judges that the idea of playing in a hand-moderated game has novelty value!

Finally a posting from Andy Schwarz which advocates the use of hypermedia to make information readily accessible and easily understandable with naked egotism --- this man could go far!

## Hobby Services:

**International Subscription Exchange(ISE):** The ISE coordinator acts in concert with ISE's of other nations to allow easier exchange of foreign currency between hobby members. This allows Dip players in one country to subscribe to a zine from another country without the hassles of currency exchange. Ideally there should be one ISE coordinator in each country with a postal hobby: In the US and Canada (although he prefers US dollars if it can be done) the ISE is Jim-Bob Burgess at 664 Smith St., Providence, RI 02908-4327 or via Internet at [burgess@world.std.con](mailto:burgess@world.std.con). In the UK it is Iain Bowen at 5 Wiggen Terrace, York, YO3 7JD, UK.. In Australia it is John Cain at P.O. Box 4317, Melbourne University 3052, Australia.

**Boardman Number Custodian(BNC):** This person records Diplomacy gamestarts and finishes, and assigns Boardman Numbers to each game. In the US the current BNC is W. Andrew York at PO Box 2307, Universal City, TX 78148-1307.

**Miller Number Custodian(MNC):** Records variant gamestarts and finishes (a BNC for Diplomacy variants): Lee Kendter, Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

**Zine Register:** Zine Register is a detailed guide to all known Diplomacy zines in the North American hobby. Currently handled by Pete Gaughan, 1236 Detroit Ave., #7, Concord, CA 94520-3651, but has now been passed on to Michael Lowrey, 6503-D Fourwinds Dr., Charlotte, NC 28212.

**Novice Packets:** Tom Mainardi, 45 Zummo Way, Norristown, PA 19401 offers Master of Deceit. Fred C. Davis of 3210K Wheaton Way, Ellicott City, MD 21043 offers Supernova. I believe Fred is asking a \$1.00 for Supernova, and Master of Deceit is available for free upon request. Bruce Linsey of 170 Forts Ferry Road, Latham, NY 12110 offers Once Upon a Deadline (a novice packet for publishers) for \$5.00.

**North American Variant Bank(NAVB):** NAVB is a catalogue of variants and all are for sale from the NAVB Custodian. The current NAVB Custodian is Lee Kendter Jr., 1503 Pilgrim Lane, Quakertown, PA 18951.

**Pontevedria:** A list of known game openings in Dip zines in North America. **A must for all people actively looking for Diplomacy and Dip vatiant game openings!** Available for \$0.50 from W. Andrew York, P.O. Box 2307, Universal City, TX 78148-1307.

**Diplomacy World Anthologies:** Larry Peery offers anthologies of Diplomacy World issues. There are currently 7 volumes available, plus two more due for publication in the Fall of 1995. Larry also has a stock of back issues of DW on hand. You can contact Larry at 6103 Malcolm Drive, San Diego, CA 92115. His Email address is [Peeriblah@aol.com](mailto:Peeriblah@aol.com).

## Game Openings

The following are some zines that currently list game openings available. It is suggested that you request a sample of any zine before you decide to play there. Samples are often free, but a courtesy payment of \$1 or a few unused stamps is recommended. For a more complete and detailed list of current game openings, order a copy of Pontevedria (information in the column to the left).

Akrasia - Phil Reynolds, 2896 Oak St., Sarasota, FL 34237. Openings include Minimalist Dip.

Batyville Gazette - Ralph Baty, 4551 Pauling, San Diego, CA 92122. Openings include Diplomacy, Anarchy, and Invasion.

CDD Medical Journal - Thomas Pasko, 73 Washington, Bristol CT 06010. Openings include Diplomacy, Gunboat, Colonial Diplomacy, Gunboat Colonial Diplomacy.

Crimson Sky - Michael Gonsalves, 530 Treasure Lake, DuBois, PA 15801. Openings include Colonial Dip, Woolworth.

Dippy - Jim Benes, 417 S Stough, Hindale, IL 60521. Openings include Diplomacy.

Graustark - John Boardman, 234 East 19th, Brooklyn NY 11226. Openings include Diplomacy.

Making Love in a Canoe - Brent McKee, 901 Ave T N, Saskatoon, Saskatchewan S7L 3B9 CANADA. Openings include Diplomacy, Colonial Dip.

Maniac's Paradise - Doug Kent, 6151 Royalton, Dallas TX 75230. Openings include Diplomacy, Colonial Diplomacy, Balkan Wars, Kremlin, Civilization.

Metamorphosis - David Wang, POB 1564, Piscataway NJ 08854. Openings include Diplomacy, Gunboat, Colonia VII.

Noble House - Mark Weseman, 13109 Emiline, Omaha, NE 68138. Openings include Diplomacy, Gunboat, Sopwith.

Perelandra - Pete Gaughan, 1236 Detroit #7, Concord CA 94520. Openings include Diplomacy, Blind Diplomacy.

Rambling WAY - W. Andrew York, POB 2307, Universal City TX 78148. Openings include Diplomacy, Gunboat, Fog of War, Colonia VII.

Ramblings by Moonlight - Eric Ozog, POB 1138, Granite Falls WA 98282. Openings include Colonial Diplomacy.

Tactful Assassin - Eric Young, 4784 Stepney, RR #2, C2, Armstrong, BC V0E 1B0, Canada. Openings include Diplomacy, Gunboat.